PLAYSTATION® MAGAZINE

PSM2

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50 FUTURE HITS!
19 PAGES OF NEW GAMES FOR 2006!

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FROM THE CREATORS OF

PSM2

50 FUTURE HITS FOR 2006

50 brilliant things to look forward to in 2006. New Lara... new *MGS*... new *Final Fantasy*... new, er, *FIFA Street*... It's all good.

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DRIVER: PARALLEL LINES

It's back, with less walking and more *driving*. We bust open the fourth *Driver*.

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An opportunity to right wrongs. Our previous review score? Forget it. Now, do your bit and actually *buy* this majestic game this time...

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HITMAN EARNS HIS BLOOD MONEY AND MARC ECKO GETS IT UP

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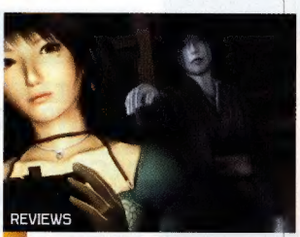

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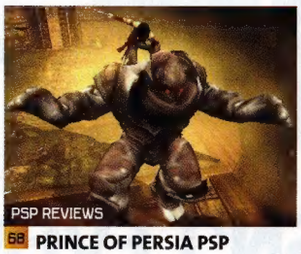
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PSM2

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When you have finished with this magazine please recycle it.

THE NEXT-GEN WAR HASN'T EVEN STARTED. SO HOW COME THE BATTLE IS OVER ALREADY?

Out there. Out in the streets, a war is raging. People in suits and ties are fretting about the upcoming clash. Who will win? One side has a head start. The other is yet to show their hand. What's going to happen? Only one thing is certain – things are going to get very messy and a lot of money is going to be wasted before one side is brave enough to admit defeat. It all comes down to the games. Games, games, games. And then some more games... Or does it? Could the final clincher in this contest to end all contests not have anything to do with games at all?

Think back to when you bought your PlayStation 2. Sure it played PlayStation 2 games (like, durr...) but it also played DVDs. How important was that to you? Chances are it was the final straw in a purchasing decision that already pretty much had you at 'Hello'. And now Sony are doing the same thing all over again. If you've just got a High Def TV (or are at least plotting one in the coming months) you're going to need proper High Def content to play on it. Your favourite movies made real in 1080i, and the only way you're going to get that is on a Blu-ray disc. Guess whose new console is a Blu-ray player (and guess who's isn't)? By putting a Blu-ray drive (to be shown at CES in January – see page 14) into PS3, Sony may well have won the war before the battle even starts.

Of course, for us, it's the games that are important but it's the whole PS3 package that makes the machine so alluring. Let's not forget that proper digital High Def HDMI output. The HD IP camera. The built in Bluetooth and Wi-Fi connectivity. You might balk at £400 (that is a *shedload* of money), but can you afford to be without it?

That's why we're dedicating ourselves to bringing you the biggest and best PlayStation 3 coverage in the world each and every issue. As the action hots up, we'll be there reporting from the front line. PS3. High Def. Blu-ray. Wi-Fi. And the amazing games that this combination makes possible.

Starting on page 23, we bring you 50 brilliant things you'll be doing in 2006, not least of which will be finally getting to play PlayStation 3. It's going to be an amazing year and we're going to make sure you're along for the ride. **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

PS2 ON THE DVD

PS2 ON DVD

LATEST

Just in! The very latest gaming vids

HITMAN: BLOOD MONEY

- MARC ECKO'S GETTING UP
- FINAL FANTASY XII
- DISGAEA 2
- CRAZY FROG RACER
- PAC-MAN WORLD RALLY

HANDS ON

Exclusive footage from all the hot new games

URBAN REIGN

- GAUNTLET: SEVEN SORROWS
- MAGNA CARTA
- DEVIL KINGS
- AMERICA'S ARMY: RISE OF A SOLDIER
- STACKED
- SHINOBIDO INASHIME
- SKI ALPINE 2006
- SAMURAI SHOWDOWN TENKAICHI
- KAIDO RACER

REVIEWS

Reviews for new PS2 games with commentary

50 CENT: BULLETPROOF

- CALL OF DUTY 2: BIG RED ONE
- SHADOW THE HEDGEHOG
- TRUE CRIME 2
- HARRY POTTER AND THE GOBLET OF FIRE
- CRASH TAG TEAM RACING
- THE MATRIX: PATH OF NEO
- THE SIMS 2
- SOCOM 3
- WALLACE AND GROMIT: CURSE O/T WERE-RABBIT
- CHRONICLES OF NARNIA
- MAKAI KINGDOM
- WORLD TOUR POKER

PS3

The newest PS3 movies around

- CONDEMNED
- TEST DRIVE UNLIMITED
- ALONE IN THE DARK

HOW IT WORKS

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!
■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.
■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down ⊡ to switch to the game soundtrack.
■ PS3 and PSP: Now we have sections for the hottest new games on both new formats.
■ Recommended: Quick links to our personal favourite bits.
■ Extras: Quirky clips and... well... extra stuff and credits to enjoy.

ALONE IN THE DARK

EXTRAS

Stuff that doesn't fit anywhere else...

- 50 CENT: BULLETPROOF –TONY YAYO INTERVIEW

PS2 ON THE DVD

PSP ON DVD

The latest footage from the best new PSP games

PRINCE OF PERSIA: REVELATIONS

- TOKOBOT

PRINCE OF PERSIA

ESSENTIAL PSP

■ There are two discs with PSM2 this month. And the second is dedicated to your PSP. On your Essential PSP disc you'll find movie software, wallpapers, game saves and even audio reviews from the PSM2 team. Plus the famous PSM2 Reviews To Go (see right). Turn to page 82 for full instructions on how to use it.

SPECIAL THANKS TO:

PSP VIDEO 9 AT WWW.PSPVIDEO9.COM
PSP VIDEO EXPRESS AT WWW.PQDVD.COM
PSP WARE AT WWW.NULLRIVER.COM
PLEASE SHOW YOUR THANKS BY CONTRIBUTING TO THEIR WORK!

PSM2 REVIEWS TO GO

■ Want the ultimate source of all PS2 knowledge in your pocket? Then load up your PSP with Reviews To Go!

Simply insert your DVD into your computer (as described above) and open the 'PSM2 Reviews To Go' folder. Then do as it says – copy the files inside the next folder into you PSP's Photo folder – you'll need 4.6Mb free. No 'Photo' folder? Then your stick needs formatting. On the main menu head left to 'Settings', down to 'System Settings' and then press ⊗. Now go down to 'Format Memory Stick' and press ⊗. Hit ⊗ again and your stick'll be wiped and a set of folders created on board, including the 'Photo' one you need for our reviews to go.

Drag the two 'Reviews To Go' files into this 'Photos' folder. Now eject your PSP and go to your Photos menu. You should see two files. One contains all our PS2 scores, one all our PSP scores. Select the one you want in order to view it.

Got a long thin strip on your screen rather than a massive all-conquering database of every game ever reviewed? Then press ⊗ to bring up the options. Choose 'View' and click it to switch to widescreen. The full Reviews To Go will appear. Use the stick to scroll.

QUOTE OF THE MONTH: "I WANTED TO SMASH EVERYONE'S HEAD IN WITH A ROCK"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks... Oh, PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

OBVIOUS SAFETY TIP #347: "DON'T LEAVE A PSP WHERE THE DOG CAN GET IT!"

► **Dear PSM2,**

I thought you would like to see what's probably a first in the UK – the first ever SMASHED PSP. I got it for my son Eoghan who, like many kids out there, could not wait for its arrival in the shops. I bet there's not one person in this country who has had their PSP EATEN BY THEIR DOG. Yes, a dog. Our pooch, Honey. In between all the shouts of 'stop hitting the dog' and looking through the Yellow Pages to try and find her a new home, I thought I might as well send you the chewed PSP, as it is no longer of any use to Eoghan or me. It's a pity they're so hard to get, but I would be grateful if you would show it in your wonderful magazine as a warning – please, don't leave your PSP where the pooch can get its paws on it. However, hope you have better luck with it than we did. I have also enclosed a photo of the evil Honey monster herself. Do you know anyone looking for a dog?

Jonathan McLaughlin, Northern Ireland

We feel for you Jonathan, really we do (although Honey looks really sweet to us) – but 'Don't let the dog chew your PSP' ranks somewhere between 'Don't drop it in the toilet' and 'Don't toast it on each side for two minutes then cover it with delicious low-fat spread' on the list of Advice We Probably Don't Need. Honestly, what were you thinking? Having said that, our heart bleeds – so have some free games. Games make everything better. Except leprosy.

WE LOVE EA, REALLY

► **Dear PSM2,**

It's been a while, my friends, but I'm back. Truth is, I worked at EA doing games testing over the summer and that killed any desire I had to play a game again. I also worked out why EA feel the need to bring out an update every year: it's because every single person working there is a complete retard. I'm serious. Not one of them has a clue. Their overheads are sky high because they employ people who think *World Of Warcraft* is an acceptable hobby to put down on a job application and that people should be shouted at if they don't know how to drive a tank on a computer game. It was painful, boring and I wanted to smash everyone's head in with a rock.

Anyway, how have you been? Good, now back to me. What's been going on these past few months during my abstaining? A *King Kong* game? I must go out now and buy that, but it's cold outside and there's a man who might get me, so no. A new wrestling game, just what we all need. New *FIFA*, to be expected. New *Burnout*, new *Soul Calibur* game, new *Bond* game, new *Ratchet* game, new *Jak* game, new *Sly* game... I think I'm losing the will to let other people live. You know who I blame? Christmas (not Jesus because he's always watching and he might shoot me with some lightning). I also blame EA.

GOIN' POSTAL

People are strange, when you're a stranger. That's how a song none of you probably remember goes, but it's certainly apt in describing Goin' Postal. Well, apt-ish. OK, not apt at all. Sorry about that.

BOY LOVE

Please put my letter in your magazine – it would make a small boy very happy.
Tyrone, email

Which one?

ZONE OF THE 'ENDERS

In my family EastEnders overrides shooting evil Nazi

CRIME OUT OF MIND: *True Crime* is fantastic, as long as you ignore all the stupid bits.

SPEAK TO THE TEAM JANUARY 27TH

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Thursday December 22nd, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"I FORKLIFT BOXES ALL DAY"

Not because it's singularly their fault, but just because I can. I thought it couldn't be any worse but guess what? A new *True Crime* game! I thought the first was perfection – a gritty, urban, realistic street game with three-hundred-year-old Chinese stereotypes from Big Trouble in Little China and flying dragon monsters. I also loved the ending – I managed to get the good one – which was 'Let's have dinner', then Jet Lee (I forget his real name but it might as well have been Jet Li 'cos it was him) drives off. Know what? I wasn't reallly feeling the motivation to play the game again and get the other endings. I can only imagine what wild and wacky things could have been. Maybe they'd just go home and have a nap. Gah, I hate everyone.

Matthew Power, email

Nice to have you back, Matthew. And thanks for your thoughts on EA, but we – and our lawyers – couldn't *possibly* agree with them in any way whatsoever. They're wrong. Deffo.

ROONEY TUNES

► Dear PSM2,

In your review of *Championship Manager* on the PSP you raised the following criticism: 'Take the fairly simple task of selecting your Champions League squad. To Save time we chose the Auto Select option to register our players and it managed to leave out two key men in Ronaldo and Rooney.'

You incorrectly wrote that this is an error of the game. However, UEFA rules state that whilst a team must register a maximum of 25 players in their primary A List, additionally they can have any number of B List registered players. For this season's competition, these B list players must have been born after 1983 and must have been eligible to play for the club for a continuous period of at least two years, at some point since their fifteenth birthday. Since both Wayne Rooney and Christiano Ronaldo were born in 1985 and have been at Manchester United for at least two years, they were left off the AI selected A List, but would be eligible to play in the Champions League as B List eligible players.

Alex Campbell, Kent

This is officially the most boring letter we've ever printed. Well done.

IT ASDA BE YOU

► Dear PSM2,

Where is the best place to buy new PS2 games – Game perhaps? Virgin? Or (snarf) Pink Planet? No, my friends: the answer is Asda.

Yes, Asda! *Onimusha 3*, in a proper box (none of that ugly silver-boxed 'platinum' nonsense), for £14.97! *Hyper Street Fighter II* is just a few pennies short of a tenner. And here's the kicker – *NFS: Most Wanted?* £24.97! Twenty-five frickin' quid!

So, everyone, get yourselves to Asda for some real bargains. Nearly all of the newly released games down there are 30 quid or less. Woo!

Dan Goss, Bristol

PS: No. I don't work for Asda, in case you were wondering.

Yes, we *were* wondering.

FOXY BOXING

► Dear PSM2,

Hitman: Blood Money verdict already? That means you're probably playing it right now. Do you ever stop to consider how jammy you are? I work in a place very similar to the 'box factory' featured in the Simpsons. I count, check and forklift identical brown boxes all day, five days a week while you are playing *Hitman: Blood Money*. What did I do wrong in a previous life that you didn't?

Rob Forrest, email

Yeah, but we have to play things like *Simpsons Skateboarding* as well. That's because, in our past lives, we used to superglue bees to sticks and chase girls with them.

BALD AS BRASS: *Hitman* – we're allowed to play it early, because we're so lovely.

KITTY LITTER
The cats are fed through a straw and have a small tube for their faces.
Andrew Welch, email
Sounds brilliant. If a tiny bit cruel.

LOSING MY MIND
Firstly let me say you don't have to get rid of Robo-Mind...
Andrew Gallivan
But we already... you said... oh, shizzle.

SEAN AGAIN
The only thing FRWL has in common with the film is Sean Connery as James Bond.
Terry, email
And that Russian lady. And the entire plot. And... oh, never mind.

VAMP FREDDY
Then there's the fact Vamp is bi-sexual and the picture you showed is Big Boss fairying about a field with an old man. Kojima is a genius.
Declan Geraghty
Well, we agree, but is that really why? We're not sure.

WHAT THE DEUCE?
You can increase your enjoyment of tennis by simply inserting a C and H in the middle of Tim Henman's surname.
Nick Green, Bradford
Yeah, but we wouldn't hire him to do our evil bidding. He gets knocked out too easily.

scum! Shame.
Phil Williams, email
Can't you do both?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

CHAPEAU OF LOVE: It's the hat every trucker loves! Get yours in quick!

LOAD OF ARTS

► **Dear PSM2**

I believe your mag is one of the most funny, informative and brilliant mags I have ever read about games. It makes me feel good just looking through the pages. So it was all the more disappointing to turn to the recent 'artistic exploits' of Laura DM. I feel her depiction of Dante to be an affront to the normal level of taste on the letters page.

I bear no resentment towards Laura DM's art (in fact, I wonder if she could draw Nel from *Star Ocean*)but you should convince her to express her opinion in a tasteful manner.Just like other forms of media, there should be *some* regulation.

Catherine Ryan Russell, email

Still no word from Laura. We're thinking of getting her face put on the side of milk cartons.

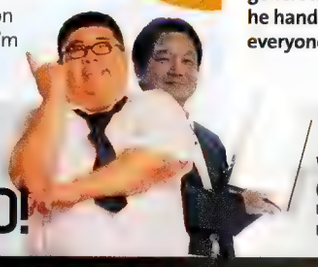
BUSTING CAPS

► **Dear PSM2**

I see you still have some Terry Bogard hats, so I thought I'd ask for one. Then I'd have almost enough clothes to cover myself – I won a T-shirt the other day which says KILLZONE in huge orange letters across my shoulders, scaring old grannies on the back of buses into thinking I'm some sort of killer who kills in zones of killing or something. All I need now is some Maximo boxers (have you still got any? Clean preferably) and some trousers and shoes and socks and a belt and anything else you might have lying around that you don't want (including games, rubbish ones or whatever). Oh yeah, did I mention I love you all and have almost every issue of PSM2 and I love you all (not in that way). Dan D rules!

Richard Jenkins, email

Check this out, everyone – Richard asked for a hat... *and we sent him one!* It made us feel brilliant and generous, like Bono must feel when he hands out hats. Now hurry up, everyone – we've only got 49 left.



WITH RON KUTARAGI
(the less famous, younger brother of President and CEO of Sony Computer Entertainment, Ken Kutaragi).

YOUR PLAYSTATION 3 QUESTIONS ANSWERED!

LEADING THE CHARGE

► **Dear PSM2,**

Have Sony got some sort of deal going with Duracell? I can't afford to keep replacing my joypad's batteries just because it's wireless. Why can't they just make a version that's got proper wires?

Jimmy Holder, email

"Ho ho ho, there's no conspiracy here, and you won't have to keep buying new batteries – just recharge the joypad via the USB port. See, Ken? I answered that question *all by myself*. I am just as good as you. Can I hold the network adaptor up at the next conference? No? Oh, *please*?"

WHAT'S ON THE CARDS?

► **Dear PSM2,**

I was reading about PS3 in PSM2 and was alarmed when I read there's no PS2 memory card slot. Does that mean I'll have to drag my tired ass all the way around Los Santos to spray all those blasted gang tags again? If so, why would Sony want to cause all of us so much internal pain and torment. Please tell me and put me out of my misery.

Scott, Leicester

"Don't talk to me about pain and torment – I had enough of that when we were kids and Ken used to sit on my head and ask if I liked the feel of wind in my hair. Whimper. Anyway, it is true – PS3 won't have any memory card slots. But considering that it won't be out for nearly a year, will you really still be playing *Vice City* or whatever? I know I didn't play a single PSone game on my PS2 – but then again, that's because Ken said I wasn't allowed to touch his collection of old games in case I gave it wuss germs. Sob."

SEVEN UP

► **Dear PSM2,**

What the Hell's going on? I read on the internet the other day that PS3's wireless ports only support seven joypads. That means I'll have to cull someone from my regular eight-man *PES* gang, and we won't even be able to have four-a-side contests any more. What gives?

Alex Winter, email

"This saddens me, too – Ken says the lost joypad port means I'm not allowed to play games against him any more... which is weird, because most of his favourite games only support two players anyway. But – sniffle – there is a good reason for it. Though PS3 technically supports eight channels of Bluetooth goodness, it has to use one of them to sychronise the other seven. On the plus side, it's the perfect number for my *Seven Samurai* game, the plot of which I recently scribbled on a napkin and left on Ken's desk. If only he'd notice me! Just once! Sigh."

YOU DO RON RON

► **Dear Ron,**

It's funny, but after reading your comments last issue, I can already tell that you know an awful lot about PS3 and that you're definitely mature enough to handle more responsibility. If only ~~my brother~~ Ken would give ~~me~~ you the benefit of the doubt. Let's hope he reads this, eh?

John Incognito, email

"Yes, let's, John. Thanks for your kind comments – if only my bro was as nice as you. Bwaaah!"

TEXT PSM2

Yes! Now you can text your questions and letters to PSM2. No more fiddling with 'paper' and 'pens'. When you want answers, our mobile portal is wide open and waiting. Here's how.

DO THIS NOW! WE'RE WAITING!

It really couldn't be simpler. In the words of George Michael 'We Want Your Texts'... Or something. We've set up not one, but three different lines upon which to reach us. Look. Down there.

TEXT THE TEAM!

First up we want you to ask us a question. Anything! We'll feature your questions and answers in the mag and – we swear by almighty Lorne Lanning himself – that we'll do our best to text you back a reply as soon as poss. The best bit? You only pay for the text once we reply. (Answers to your PlayStation questions will cost you 25p plus your normal TXTing charge).

Start your text PSM2 then a space, then your question. Text the lot to 87103. We'll reply. Honest!

MAKE US LAUGH!

Taken a photo of anything decent recently? Fancy sharing it with the readership of PSM2? We want to see your pictures. Best picture each month wins a booty of games. Pics cost 50p, plus your usual TXTing charge. Just try and keep them vaguely game related eh? No violence or porn thanks. Second thoughts... if you have any hot certified-over-18 female friends or relations that we can hook Andy up with... Or men, come to think of it...

Start your text PSM2PICS then a space, then your message. Enclose you pic and text the lot to 07921 889345. Best pic wins.

VOTE FOR GAMES!

What games do you want to see in PSM2? Which are you most looking forward to? Text us and we'll compile your Most Wanted chart each month. What's more, one entry each month will win the game they vote for. Texts cost 25p plus your usual TXTing charge.

Start your text PSM2VOTE then a space, then the name of the game you want to 87103. Be lucky!

i play. i win. i gloat. i kick back. i catch a movie. i hear some tunes. all thanks to one little card.

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Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

PS3 GAMBLES ON LAS VEGAS JACKPOT

Curse the God of time! As you read this we'll (possibly) be playing PS3 as Sony place their bets on the Blu-ray movie format. Here's what's happening...

The great PlayStation 3 drought ends here: if the insiders we've spoken to are to be believed, PS3 will officially break cover – perhaps even in playable form – at the biggest electronics event in the world, the Consumer Electronics Show in Las Vegas. The bad news? The show begins on January 5th, just days before this magazine's deadline. Bah. The good news? We'll have a huge report on what happened in our next issue. Yay.

So what can you expect to see? All the evidence points to a major PS3 unveiling. Sony have outdone themselves this year, hiring the entire central hall of the show (see the plan above) to show off their wares. While the CES is always a major event for any maker of hi-fi, TVs and other electronics (they've whole halls dedicated to computers, portable audio, and the like) the sheer size of the Sony stand indicates they've got some big news they want to push out real hard. Plus, given the 'one box does it all' nature of PS3, the CES (rather than the exclusively videogame-focused E3 event) suddenly looks like the ideal venue for a major rollout.

The big push of any PlayStation 3 announcement is certain to be details of the Blu-Ray support in PS3 and what it will mean to movie fans worldwide. Blu-Ray is the incredible new disc format that can hold over five times as much data as the biggest DVD – enough to hold a movie in stunning better-than-cinema 1080p hi-definition. It's basically the format your new Hi-Def telly is crying out for.

While the format was announced two years ago, making a disc and a machine that plays them has taken until now. Sony have only just mastered their first full Hi-Def movie onto Blu-Ray disc. The film they chose? The 'excellent' Charlie's Angels Full Throttle. Er, yes...

It's certain that – at the very least – you can expect Sony to show off early PS3s with working Blu-Ray drives inside. Get ready for a bank of shiny mock-up units – lacking the games gubbins, perhaps, but spewing Charlie's Angels onto massive Hi Def tellies. While Blu-Ray is a major reason to buy PS3 (let's not forget that Xbox 360 can only play DVDs – and doesn't even upscale them to Hi-Def) the real reason we'll be there is the slim chance of finally playing some PlayStation 3 games. Full report next month.

PSM RECKONS *So will it be playable? Our money is on another round of video demos with the real focus being the Blu-Ray support. Only time will tell, however.*

"EXPECT SHINY MOCK-UPS SPEWING CHARLIE'S ANGELS ONTO HI-DEF TVS"

SINGLE, WHITE FEMALE: Spot the *two* women in this sea of meno and TVs.

WE'LL BE THERE: Yep, it's CES. Gadgets. Screens. And PS3!

FAMILAR FACE: *Unreal* fans will recognize this character.

IT'S OFFICIAL: PS3 IS UNREAL!

Proof that PS3 lives up to every expectation. And then some...

Having doubts about just how genuine the PS3 footage Sony revealed at E3 is? Well, suspend your disbelief because the always cutting-edge *Unreal* engine is here to give us an example of the kind of power the console will be kicking out when it's sitting under your telly next Christmas.

We could bang on and on about how many tera-floppy-wops it shifts, but we'll just say that it looks bloody good. As good as the screenshots on this very page actually. But the gameplay is just as next gen as the glorious visuals.

Developers Epic have seamlessly merged single-player-style objectives with the kind of online gaming the series is famed for, so as well as the usual fragging and flag-capturing, you can gain the advantage by destroying bridges and the like as 'special objectives'. An interesting idea, but how will it work with 30 people running around?

They've also included a clutch of truly excellent-sounding vehicles and a full-fat single-player game that uses voice recognition technology, so you can chat to your AI squadmates, issuing commands and so-forth. How good is that?

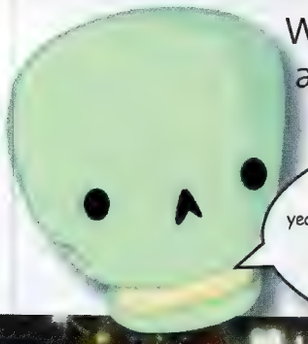
PSM RECKONS *This is the perfect blend of hardcore PC shooting action and user-friendly console magic. Oh, and there's the small fact of it looking like pure, white stars. Looks amazing, plays equally as well. Wait until you see it running on your PS3...*

"THE GAMEPLAY IS JUST AS NEXT-GEN AS THE GLORIOUS VISUALS. LOOKS AMAZING, PLAYS EQUALLY AS WELL"

KEEP IT UNREAL: It looks utterly stunning, and it's all 100% in-game.

SIX PS3 GAMES YOU DIDN'T KNOW ABOUT... BUT SHOULD

With PS3 stealing the show at CES, here are the games that nobody knows about, but that just *might* turn out to be special. Be the first to find out about...



'DEATH JR' RATING!

"Hello, I'm Death, Jr, the star of Konami's recent PSP platform game called, er, *Death, Jr.* I began life as a PSP tech demo over two years ago, and looked, frankly, rubbish, causing certain members of the games industry* to laugh and say I'd never be a real game. Ha! I was! And until PSM2 get their own mediocre platform game, they can shut the funk up. Still, I'm here to give these unsigned PS3 games my special 'Death, Jr' rating – the higher it is, the more likely they are to get published!

MODAL PANEL: It's all a bit PC for our liking, but at least it's hi-def and sort-of impressive.

THE DARKNESS

PUBLISHER: Majesco
RELEASE DATE: Late 2006

Majesco's twisted adventure was one of the first games confirmed for PS3, and melds first and third-person action with fully destructible scenery. The plot's based on the Top Cow comic book of the same name, with mafia hitman Jackie Estacado struggling to control 'The Darkness', a mysterious power that has possessed him while battling his mafia bosses. The game's being developed by Starbreeze Studios, who previously worked on Xbox's excellent *Chronicles Of Riddick*, so hopes are high for this one.

'DEATH, JR' RATING:

POSSESSION

PUBLISHER: TBA
RELEASE DATE: TBA 2007

A zombie game with a twist, in that you play 'the enslaver' – a mad scientist out to ruin the world with a zombie army. Your goal is to infect as many people as possible, batting police officers, soldiers and tanks. Blitz Games' unusual RTS features five zombie types, including Shambler (classic *Resi*), Runner (think 28 Days Later) and Bloater (walking infection bombs), plus the PS3-mandatory destructible scenery and living, moaning pedestrians. There's some potential here.

'DEATH, JR' RATING:

SIMPLY THE LATEST: Next-gen zombies – with added entrail pipes. Oh, good.

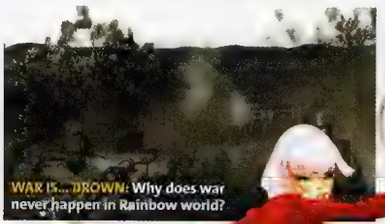
I-8 IT WHEN HE DOES THAT: Zorks – why do all next-gen games feature toothy villains?

I-8

PUBLISHER: Sony
RELEASE DATE: TBC

The name might elude you (it's a code for Insomniac's eighth project), but there's no escaping the 20 foot insectoid that dominated Sony's E3 showreel. *I-8* is Insomniac's (of *Ratchet And Clank* fame) dazzling new PS3 first-person shooter, which starts out like *Call Of Duty* before morphing into an H G Wells-style tribute to Starship Troopers. This was one of the few PS3 E3 demos running in real-time, so expect it to be ready for launch. Basically, this is a dead cert to appear.

'DEATH, JR' RATING:



WAR IS... DROWN: Why does war never happen in Rainbow world?

PINCER MOVEMENT: Wait until you see it moving – your PS2 would weep microchips.

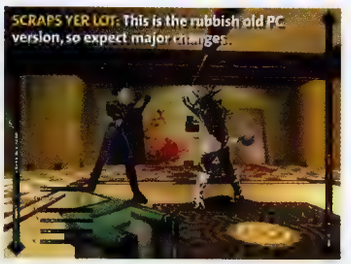
MINOTAUR OF DUTY: These bull men are the mysterious lead villains. We're a bit lost for words.

OMIKRON 2

PUBLISHER: TBA
RELEASE DATE: TBA

Quantic Dream's first-person RPG hopes to right the wrongs of the overly ambitious *Omikron*, released on PC and Dreamcast back in 1999, though David Bowie (yes, *that* one) is unlikely to reprise his starring role. Expect an ambitious blend of game genres and startling sci-fi cityscapes. Could be good.

'DEATH, JR' RATING:



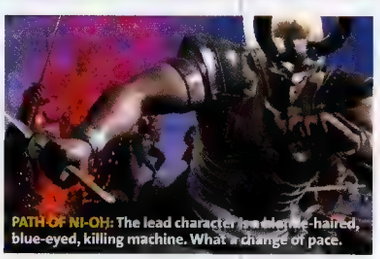
SCRAPS YER LOT: This is the rubbish old PC version, so expect major changes.

NI-OH

PUBLISHER: Koei
RELEASE DATE: Summer 2006

Koei are promising the 'ultimate in historical action', and it's safe to expect a blend of *Dynasty Warriors, Crimson Sea* and *Samurai Warriors*. In the E3 trailer, a blonde hero hacked thousands of Japanese warriors to pieces in a blur of brutal combos. At least the new games won't be blighted by fog, eh? Eh? Ni-Oh?

'DEATH, JR' RATING:



PATH OF NI-OH: The lead character is a blonde-haired, blue-eyed, killing machine. What a change of pace.

SHADOWCLAN

PUBLISHER: TBA
RELEASE DATE: Spring 2007

Good news! We get to run a picture of a saucy cartoon ninja *and* the game's being developed by Tiger Hill Entertainment – the production studio founded by action movie director John Woo. The game's set in modern day New York, with teams of sexy ninjas using stealth and weaponry to eliminate each other in online combat. High concept!

'DEATH, JR' RATING:

* i.e. Dan G, who has bet Andy *six entire pounds* that Death Jr will never be released in the UK. The fool!

1) NAME: PATRICE EVRA

CURRENT CLUB: Monaco
POSITION: SB, SMF, WB
WANTED BY: Manchester United
KEY STATS (PES5):
Balance 80
Stamina 88
Acceleration 85
Dribble Speed 80
Aggression 82
SPECIAL ABILITY: Outside
SHOULD THEY BUY HIM?
Yes – he combines the athleticism of Mikael Silvestre with decent dribbling skills and the aggression of Gabriel Heinze. A great all-rounder.

YES!

2) NAME: DIDIER ZOKORA

CURRENT CLUB: Saint Ettiene
POSITION: CMF, DMF
WANTED BY: Manchester United
KEY STATS (PES5):
Balance 82
Stamina 80
Top Speed 80
Jump 82
Technique 80
SPECIAL ABILITY: Passing, Scoring, Middle Shooting, Centre
SHOULD THEY BUY HIM?
Yes – he's just what Man United need: an athletic, tough tackling midfielder with the ability to get forward and score goals.

YES!

3) NAME: NEMANJA VIDIC

CURRENT CLUB: Spartak Moscow
POSITION: CB, DMF
WANTED BY: Manchester United (again)
KEY STATS (PES5):
Defence 82
Balance 85
Header 82
Jump 84
SPECIAL ABILITY: No
SHOULD THEY BUY HIM?
No – despite decent stats in some defensive areas, his dribbling and passing stats are in the low 60s, with no Special Ability stars.

NO!

OI! MAN UNITED! BUY ME NOW!

TRANSFER WINDOW SPECIAL!

In the January transfer window Premiership clubs are gambling on 'unknown' Euro talent. But who's a best buy? *PES5* delivers the verdict...

WHY TRUST PES?

We've all played *PES* and spotted decent unknown players who've gone on to make a name for themselves (players like Heitinga (*PES4*), Hleb (*PES4*), Gallas (*ISS Pro* on PSone), Van Der Vaart (*PES3*) and D'Allesandro (*PES3*) so this year we're using *PES5* to predict who'll be the best buys in the January transfer window. Please note: *PES5* still thinks Harry Kewell is good, so results may vary. And most probably will.

4) NAME: SIMAO

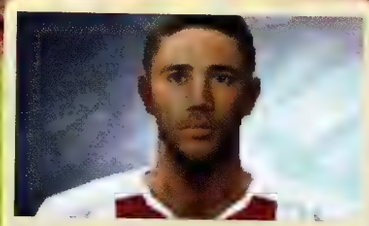
CURRENT CLUB: Benfica
POSITION: WG, SMF, AMF
WANTED BY: Liverpool
KEY STATS (PES5):
Attack 80
Top Speed 83
Dribble Acc 88
L Pass Acc 84
F Kick Accuracy 82
Technique 86
SPECIAL ABILITY: Tactical Dribble, Passing, Side, Penalties
SHOULD THEY BUY HIM?
Yes – he's the classic technical continental winger, with decent set piece stats. Should fit into Liverpool's pressing, close passing style perfectly.

YES!

5) NAME: FATIH TEKKE

CURRENT CLUB: Trabzonspor
POSITION: CF
WANTED BY: Wigan
KEY STATS (PES5):
Attack 82
Acceleration 81
Shot Acc 82
Shot Power 80
Header 80
Weak Foot Acc 7
SPECIAL ABILITY: Scoring
SHOULD THEY BUY HIM?
Yes – he looks like a bargain, with great all round stats, a keen eye for goal and two good feet.

YES!



6) NAME: STEVEN PIENAAR

CURRENT CLUB: Ajax
POSITION: CMF, WG, SMF
WANTED BY: Manchester City
KEY STATS (PES5):
Stamina 86
Top Speed 84
Agility 92
Dribble Accuracy 86
S Pass Accuracy 84
Technique 87
Team Work 80
SPECIAL ABILITY: Dribbling, Reaction
SHOULD THEY BUY HIM?
Yes – he's a superb athlete with good dribbling skills and awareness. A great replacement for Shaun Wright-Phillips.

YES!

MEDAL OF HONOR ON PS3!

STOP PRESS: *Medal Of Honor* is on the way to PlayStation 3. War just got even more realistic.

The fact that there's a new *Medal Of Honor* game coming to PlayStation 3 shouldn't come as a surprise. Anyone could have predicted that. The exciting first gossip on the game, however, suggests a major twist in the famous series' winning formula.

Two years ago EA announced a game called *Medal of Honor: Fighter Command*. The evidence (and this screenshot confirms this) was that this was to be an airborne spin-off for the series. The title never saw release, but a new console is just the reason EA need to finally get the new *MOH* off the ground. Could the new game be resurrecting this theme and taking to the air? Whatever, expect the massive in-house EA next-gen team to turn in a blinder. Lots more on this next month.

"PAYING THE PRICE OF LOVE"

HOT COFFEE COSTS ROCKSTAR $28.8M

$28.8m (£16.3m). That was the cost of recalling *GTA: San Andreas* from US retailers after cheeky internet hackers found a way to access the hidden, and unfinished, sex mini-game, dubbed the 'hot coffee' mod. When the sex mode was brought to the attention of US censors, Rockstar were forced to recall *every* copy and reissue a 'clean' version. This despite having to hack it extensively to make it even appear. The cost was revealed in a recent Take Two conference call, where they also confirmed two unknown PSP games for 2006 (one is almost certainly a *GTA* game – perhaps a *Vice City* remake).

"BOOK US ON THE NEXT PLANE TO MARS, PLEASE"

GUNS, BIKES AND PIMPING IN NEXT BURNOUT?

'Great' news: if a recent survey sent out by *Burnout* developers Criterion can be believed, the next *Burnout* will undergo a *major* overhaul, perhaps including bikes, licensed cars and – by the tears of sweet baby Jesus – *weapons*. The survey asked gamers to rate these features on a sliding scale depending on whether they'd be 'more likely to purchase' or 'much less likely to purchase' the next game if they were included. Other mooted changes include tuning, car personalisation and a 'create your own crash junction' mode. If guns are included, we quit.

"MURDER ON THE DANCEFLOOR"

DANCE FACTORY

Along with kart racers, dancing mat games are the death knell for a console... or not! Because this new dance-'em-up from Codemasters is the first to let you dance to your own CDs instead of pre-installed europop songs you *hate*. Imagine being able to dance to "Hurt" by Johnny Cash! Or something by Il Divo! What this means, is that there'll be infinite replay value, but only if the note recognition is spot-on. If the dance arrows aren't laser-accurate, it'll be a glorified CD player that you can shuffle along to and score points. If they pull it off, however, it'll be the bomb. Now, how about *Singstar* with our own tracks?

Pro Dojo

THE NEXT GENERATION

Each month we give you the chance to show off your gaming genius. Dojo is now simpler than ever to enter, so show us your skills.

CLOSING DATE 18/01/06

DO THIS!

STARWARS BATTLEFRONT 2 EWOK HUNT CHALLENGE

Yes! It's your second chance to enter. Punishing Christmas deadlines mean that we're keeping open this challenge so we can announce a winner next month. What do we want you to do? Select 'Instant Action', choose Endor and start 'Hunt' mode. Playing as a Stormtrooper, your task is to kill as many Ewoks as possible in the alloted five minutes. A good technique is to let them bunch together, leaving them open to a devastating thermal detonator attack. Most dead Ewoks wins!

WIN THIS!

A PSP, GRIPSHIFT AND FRANTIX

He or she who wipes out the most 'woks wins a brand new PSP and copies of both *Gripshift* and *Frantix* (both available in stores right now) to play on it, thanks to our mates at Ubisoft. So get that *Battlefront 2* fired up. Make that PSP yours.

FILL IN THIS FORM!

WHICH CHALLENGE?
BATTLEFRONT 2 CHALLENGE

My score is.....
Name.....
Age.....
Address.....
.....
.....

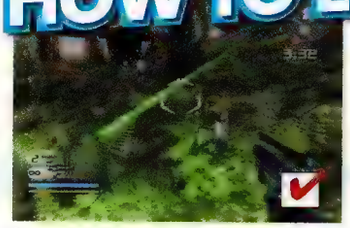
I enclose...

- ☐ A tape (wound to the right place)
- ☐ A photograph (with my name on the back)

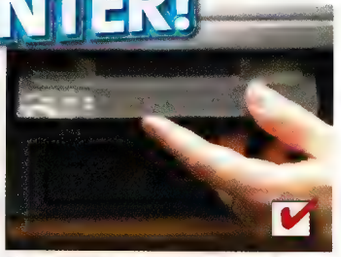
PSM2
PRO DOJO
BATTLEFRONT 2 CHALLENGE
FUTURE PUBLISHING
BATH
BA1 2BW

IT'S EASY! HOW TO ENTER!

Each month we dish out a challenge and you have to do it as quickly and as brilliantly as possible. The player who beats our challenge by the fattest margin before our closing day wins the booty. Simple. BE WARNED THOUGH, to allow us to make our print deadline, the closing date is a MASSIVELY STRICT January 18th. So the time limit is even tighter than ever this month. On that day, we'll be picking the winner – make sure your tape is with us before then. But never fear – if you miss out, there'll be another brand new (and it actually will be new this time, we won't be running this one again) challenge for you, so make sure you're tuned to these pages. And we'll reveal who won the *Star Wars Battlefront 2* competition too.

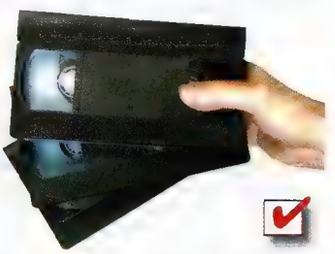


Respond to the challenge above and send us your efforts on tape.



Plug your PS2's SCART lead into your video, tune your TV to your video and tape away.

Wind your tape to the right place and write your name on the back of your



Send us your tape, a photo of yourself and the coupon to the right address.

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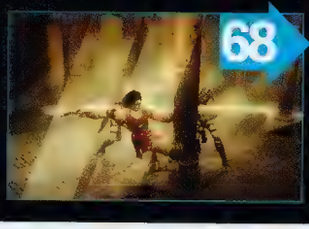
SFX

PSP Accelerator



68 PRINCE OF PERSIA PSP
After the relatively disappointing PS2 game, *Revelations* debuts on PSP. Will the Prince get his fairytale ending?

70 KING KONG PSP
Now you can play the game of the game of the film of the film on your PSP? But does mini-Kong pack a micro punch?

LARA ON PSP:
SMALL BUT PERFECTLY FORMED

Lara raids PSP in a pocket version of *Tomb Raider Legend*. And you thought that vest top was a tight squeeze...

The PS2 version is impressive, but these first screens of *Tomb Raider* on PSP are a technical marvel. Somehow they've shrunk the entire PS2 game onto PSP – in technical terms, it's like squeezing Chunk from The Goonies into Lara's summer hotpants.

games, but a full-sale pocket interpretation of the red-hot *Tomb Raider Legend* game. Eidos' insiders insist this is the full game, with full-features 'miniaturised'. And they're insisting that these impressive first screens don't do the final *Tomb Raider Legend Portable* any justice. We beg to differ. It already looks top quality.

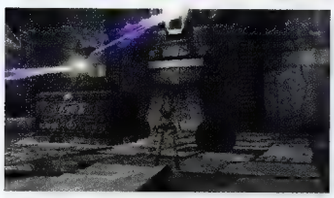
Getting *Legend* into your utility belt has meant some changes but we're told they're just on the control side, making up for the lack of a second stick. The game is unchanged.

On PS2, the right stick gets a tough workout in charge of the camera, allowing you to scope out new handholds and scenery interaction possibilities. On PSP, the camera has been reprogrammed to make it even friendlier. As in the full game, Lara will turn her head to look at interesting objects as she approaches them, but now the new intelligent camera will work extra-hard to give you the right view first time around. That said, if you do want complete freedom you can press and hold L to switch to camera mode, where the stick then controls your viewpoint. A single sharp tap of L then returns to intelligent camera mode, placing the camera directly behind Lara, back under the game's control.

So far so good, but what if you've already got the PS2 version? Surely there's no reason to re-invest in a portable version of the same game? Not so. We're promised a host of extras to bolster the tiny package, in the shape of a

"PLAY ON YOUR PSP THEN COPY THE SAVE BACK TO PS2"

Back in PSM2#64 we reported that Eidos were working on not one, but two *Tomb Raider* PSP titles. The first of those has broken cover, and what a surprise it is. The first '*Raider* on PSP isn't the rumoured compilation re-hash of old PSone and PS2



INCA-BELLE: Ancient civilisations are brilliant at devising complex door systems operated by pulleys and switches.

HARVEST FOR THE PSP WORLD

Saddle that steer! Stroke that goat! And milk that cat! *Harvest Moon* is coming to PSP. A conversion of the PS2 game reviewed on page 50? No. It's a conversion of the first two PSone games, *HM Boy* and *Girl*. They look identical, but they've put a grass texture round the edge of the playing area to fill up the PSP screen. Um... Great!

CROFT AND GENTLE: Here's the lady herself in glorious PSP close-up. As you can see, it's the same Lara model as the PS2 game.

TOMB RAIDER CLASSICS ON THE WAY

First comes *Legend* but a second Lara PSP game is already on the way. A compilation of old hits? Surely.

Tomb Raider 1

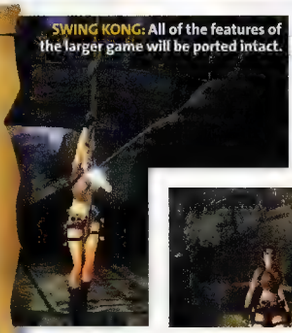
Tomb Raider 2

Tomb Raider 3

Tomb Raider The Last Revelation

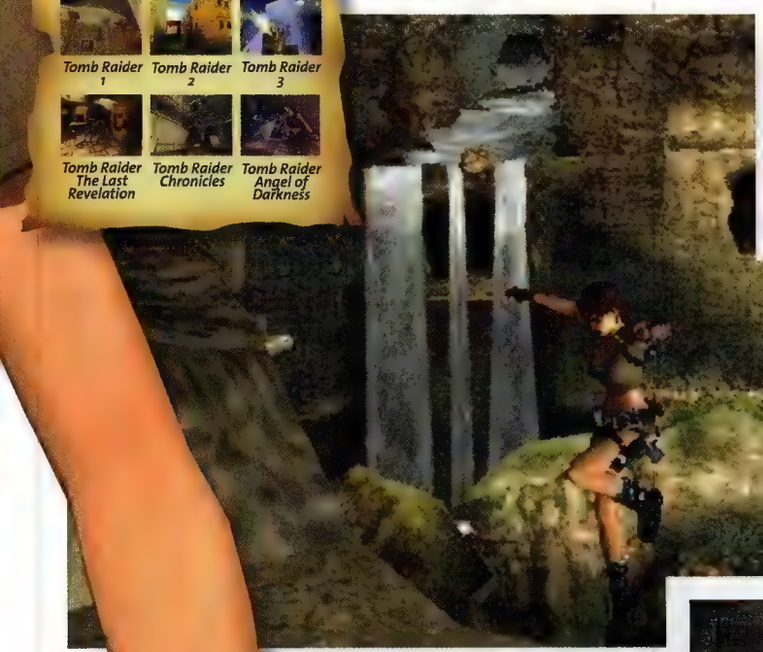
Tomb Raider Chronicles

Tomb Raider Angel of Darkness



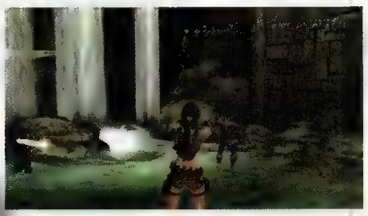
SWING KONG: All of the features of the larger game will be ported intact.

THE GLOW MUST GO ON: They've even managed to squash in *Legend*'s superb lighting effects.



TOMB RIVER: If it's in the PS2 game, it's in the portable version. Now that's impressive.

FOR THOSE ABOUT TO ROCK: *Legend* uses an all-new terrain system to keep things natural and random.



TEMPLE OF TOMB: *Legend* puts Lara back where she belongs – padding around dank, dark caverns.

batch of mini-games and challenges. Quite what these are exactly is still hush-hush but we're told that they definitely WON'T involve the inclusion of any of the previous *Tomb Raider* games. Not entirely surprising, given that the second PSP Lara game is almost certainly going to be a compilation of her previous hits, which isn't really entirely surprising.

What *is* surprising is a genuine PS2/PSP first – the ability not just to transfer saved data between the games, but to actually resume your place in the game. Yes, now you can play *Legend* at home on PS2. Plug your PSP into your PS2's USB port, copy the save over, and then resume the game on PSP. Play a few hours on PSP (perhaps on the way to work and back) then, once you're back at home, copy the save back to the PS2 game and continue from wherever you got to. Incredible.

PSM RECKONS *The shots look great (and we're told the game looks even better) and we already know that, as a game,* Legend *is looking great. Those save-swap features are the twin glacé cherries crowning a delicious Lara-shaped cake.*

HAVING A BALL: The graphics aren't fantastic, but who cares?

"BALLS TO THAT"

KATAMARI DAMACY ROLLS ONTO PSP

If we had to pick a PS2 game that'd work perfectly on PSP then we'd choose, well... *Virtua Tennis*, but *Katamari Damacy* comes a close second. Luckily, those canny chaps at EA think so too, and the in-no-way mental *Me & My Katamari* asks you to roll up brand new islands to please homeless animals. *Yes*. It comes with the biggest selection of playable cousins yet and more customisation options per character. While PSP isn't equipped with two sticks to steer your ball, EA claim that the controls will be mapped to fit PSP neatly – quashing any fears of a fiddly experience. Great news indeed. *Me & My Katamari* will come equipped with Wi-Fi capabilities – including a four-way battle mode.

KING TIME: Perform tasks for the King of Space... on the bus! Or in the airport! Etc.

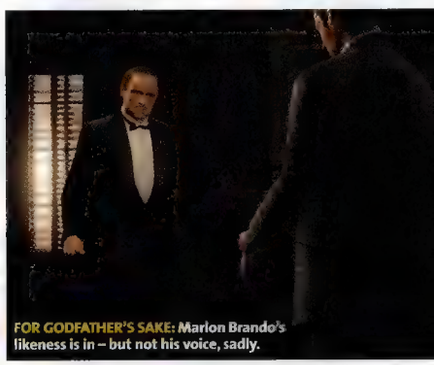
LOSS OF CONTROL: How's it going to work with one analogue stick? Hmm...

"SMALL TIME DON"

GODFATHER EXTORTS PSP'S HIDDEN POWER!

If these shots are to be believed – and it's a big if – then *The Godfather* on PSP has harnessed some sort of magical power. Just look at Marlon Brando's mush. Looks good doesn't it? Well, call us cynics, but there's no way it's going to look *this* hot on PSP. Sorry.

Like the PS2 version, we know the game will be a recreation of the films and that, once you've created your own unique thug, you'll be able to climb the mob ladder. But we're yet to hear how EA will utilise the Wi-Fi connection to full effect. Most probably, a city-wide deathmatch with flame-throwers and '40s nitro-fuelled motors. Or not. Either way, we'll have a hands-on with this crime epic next month.



FOR GODFATHER'S SAKE: Marlon Brando's likeness is in – but not his voice, sadly.

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

"TIME TO GET DIRTY ONCE MORE"

MX VS ATV: UNLEASHED: ON THE EDGE

OK, so the title doesn't exactly roll off the tongue, but when it comes to skidding in mud there's nothing slicker. *Unleashed: On The Edge* will feature all the high-flying Moto-cross stunts that we've come to enjoy in the past <Er, have we? Who wrote this? Oi! Come back!>. So expect to be bouncing around the free-roaming environments until your heart's content. Ish.

As well as the visuals being stunning, *Unleashed: On The Edge is* set to add another treat for your eyes as you tear up the dust tracks against four players via Wi-Fi. Nice. Ish. Check out our hands-on next month to see if this one flies or stalls. Or phuts. Ish.

BIKE AND THE MECHANICS: Tiny bikes skidding around [illegible] excellent.

"STREET SMART"

PLAY FIFA STREET ON THE STREET!

The football game with more tricks than Ronaldinho's had dental visits is kicking off on PSP. With over 300 players and 20 National sides to choose from, *FIFA Street 2* should improve on its OKish forebear. Although the PS2 game, was more like basketball than football, we're hoping that this next round of soccer skills is more true to its subject matter. We're not sure how the Trick Stick will be compensated for, though.

Wi-Fi multiplayer is confirmed and we're hoping for up to eight players at once. In the same way, we're 'hoping' England win the World Cup, mind.

FOR NOTHING: We didn't like *FIFA Street*, so hopes are mixed.

SECONDS OUT... ROUND THREE!

EA's prize-fighter drops down a weight and takes on PSP for the championship belt.

One of the finest scrappers on PS2 is swinging onto PSP this March – and EA's *Fight Night Round 3* might just have the hustle to claim the PSP beat-em-up crown from *WWE Smackdown Vs Raw*.

Although it won't be able to take full advantage of PS2's incredible Fight Stick™ (due to the lack of analogues), *Fight Night 3* promises to hammer home the rest of its PS2 strengths. Take a look at the stunningly realistic visuals, for example. It'll feature superstar boxers like Roy Jones Jr, Ricky Hatton and Muhammad Ali.

The eagle-eyed among you will also notice the Create-A-Champ mode, which promises to be as intricately detailed as its console brethren. You'll be able to design yourself, a hideous boxing monster or add a fight legend from the past and present. Brilliant.

PSM RECKONS *With details scarcer than a good punch from Audley Harrison, we're expecting* Fight Night Round 3 *to join the Wi-Fi division – giving players the chance to go toe-to-toe wirelessly. It's sure to pack an almighty punch.*

50
FUTURE HITS!
The 50 most brilliant things you'll be doing in 2006. The future's nearly here. Flip the page and let the countdown commence.
01

01

REAL-TIME BEARD MANIPULATION IN...

METAL GEAR SOLID 4

It's not *all* about Snake's facial hair – *MGS4* Director Hideo Kojima would like to share some secrets...

Picture the scene. The Tokyo Game Show, October 2006. Director Hideo Kojima is on stage, manipulating the *MGS4* demo in real-time, applying graphical filters, and lighting effects, to prove the game actually exists on PS3. "Snake's *moustache* uses more polygons than the enemies in *MGS3*," reveals Kojima, pausing the trailer to zoom-in on Snake's astonishing follicular detail. Two months later, the nature of Snake's controversial facial hair becomes clear – *MGS4* may feature beard shaving mini-games. "We actually had that idea for *MGS2*, but we weren't able to do real-time whisker shaving," he confirms. "So this time we want to include that."

HOW OLD IS SNAKE?

While there'll be no new *MGS4* images until February, Kojima assures us we've only seen a fraction of the game. "Our intention is to make Snake an old man trying to be a hero," confirms Kojima. "But there is something else that we're thinking about that's actually relevant, but we can't quite tell you. I want you to know that Snake is not merely just an old man..." Koj's cryptic comments echo the theory that Snake isn't really old, but aging prematurely as a result of the FoxDie virus injected by Naomi in *Metal Gear Solid* on PSone – explaining why Otacon still looks so sprightly. The trailer suggests the game is set 'X years after Big Shell' and Koj admits the game "might be set as many as ten years after *MGS2*", though nothing is set in stone.

HOW WILL BATTLE PROGRESS?

"The whole environment changes in real time, so the player controlling Snake has the option to make any sort of involvement they would like to in order to progress," adds Kojima. Scenery aside, the nature of battle will alter dynamically, with Snake switching allegiances between warring factions mid-game to suit his needs – so if he's teamed up with country C, and goes into a battle where A and B are fighting, then he'll be a neutral. There'll be multiple battle scenarios, but one core plot. "There is still only one main storyline," confirms Kojima. "But heading toward the ending, you will alter the circumstances along the way. Here's an example: When you play in a battlefield with country A and B at war and Snake allies with country A and then destroys country B, in the next stage, there was supposed to be an ongoing war between A and B, but now that will not occur."

"METAL GEAR SOLID 4 MAY FEATURE BEARD-SHAVING MINIGAMES"

WILL YOU HAVE TO HUNT FOOD?

The stamina system from *MGS3* will be adapted – "there are bullets flying around everywhere, so you don't have time to go hunting for a frog", quips Koj – and the multiple goggles system will be replaced by Snake's new Solid Eye system. "Thermal and night vision will be integrated with the radar system to make it more user-friendly," he confirms. Another idea is that players could scout the battlefield with a remote robot, like the Otacon video cam thing in the trailer, *possibly* controlled by a PSP. Fully-operational vehicles are planned (there's a tank in the trailer, but imagine piloting a full-scale Metal Gear), while Raiden will return as a 'cool' character. "There's even potential you'll like him more than Snake," deadpans Kojima. *Metal Gear Solid 4* might be dangerously ambitious, but if he can achieve that, then we'll believe *anything*.

BEARD SCIENCE!

We still can't quite believe this will happen, but here's how Snake might look with a variety of facial furniture.

CHEER UP KOJ!

Help save Kojblog by sending us something that will make him smile – it can be a joke, picture, whatever. But nothing dear, as featuring magical cigarettes. We'll send the best over to Koj and bung you some games. Just email your entry to psm2@futurenet.co.uk, or use our new text service. Text PSM2KOJ <your joke> to 87103 or send pics to PSM2KOJPIC on 07921889345. Texts costs 25p, pics 50p (plus usual text charges).

02

EATING MEALS AND CRYING WITH...

KOJBLOG

Why read Kojblog? Recent highlights include a saucy model watching *herself* undress in 3D (see below), Kojima waxing lyrical about Wallace and Gromit and cuddling the inventor of *Onimusha* (above). Kojblog's insight into the mad/sad/brilliant mind of the world's greatest games designer – sorry Mr Miyamoto – is so candid, we're surprised Konami haven't closed it down for giving away too many secrets. Either way, get yourself to http://www.blog.konami.jp/gs/hideoblog_e/ and share in the genius.

DE-BUGGING: Koj cuddles up to Sabra model Mae Otsuka. And an *MGS3* kerotan frog.

TACKLING ONLINE NAKED STEALTH IN...

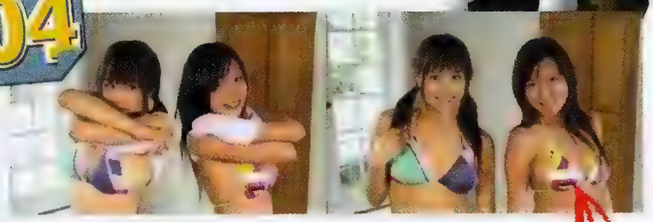
MGS3 SUBSISTENCE

You might've heard about Peep Mode – a theatre mode with all of *MGS3*'s naughty bits – but the most exciting aspect of *Subsistence* is eight-player online battles. With over five game modes (including Team Death Match, Capture and Sneaking missions), gamers can split into teams, including the KGB, GRU and Ocelot Unit, choosing from characters such as Snake, Ocelot, Raikov and Reiko from *Roses* – each with unique CQC moves, outfits and weapons. The game won't hit the UK until late Spring, but the three-disk Jap version is out now.

03

PEEP SHOW: The game scored a whopping 39/40 in Japanese games mag Famitsu – online mode rules.

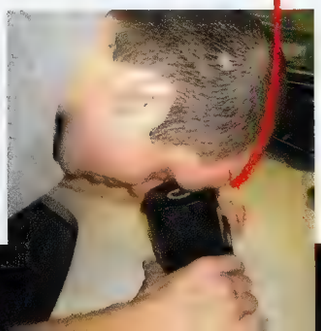
04



OGLING LADIES IN 3D WITH...

METAL GEAR ACID! 2

"Spark a dopamine rush of pleasure' squeals *MGA2*'s press blurb. They're not talking about the – more accessible – card-dealing strategic play, but the new Solid Eye TobiAc!d 3D viewing system. What? A set of goggles you strap to the PSP screen, making the game look like a 3D hologram, that's what. Better yet, they've linked up with Jap men's mag Sabra to include images of ladies in bikinis. You can an also import pics from PS2 *MGS3*.



DIRTY STEALTH IN BROAD DAYLIGHT WITH...

SPLINTER CELL: DOUBLE AGENT

05

Beard? Check. Baldness? Check. Bad attitude? Triple check. Sam Fisher's back, and he's had a serious makeover.

Pop quiz, hotshot: you've been thrown in the slammer for a series of armed robberies, but you've made a new friend in jail and together, you've decided to bust out during a convenient riot. A guard's got your friend in his sights, but he doesn't know that you're waiting around the corner with a shiv. Trouble is, the robberies were a set-up and the riot's a sham – all a plan to let you infiltrate the terrorist organisation your new 'friend' belongs to. And now the only way to keep him sweet is by killing an innocent man. What do you do, Sam? *What do you do?*

This is the sort of decision you'll be making a lot in the new *Cell*. After going off the rails when his daughter was killed by a drunk driver, Sam's now working Non-Official Cover, the maximum-deniability branch of the NSA. That means playing both sides of the game at the same time – looking like a vicious, callous killer in front of your terrorist gang, while still secretly carrying out objectives for your government employers. In between missions, you'll hang out with the terrorists at their HQ, sauntering around and trying to gauge how much they trust you by how much they give away. During missions, you'll encounter elements of the co-operative play seen in previous *Cells*, giving AI-controlled partners a quick boost or hand up a difficult ledge. It's when they need more help that things get tricky, though – will you give them the access codes they want? How about executing a hostage? Or planting a bomb? With multiple endings determined by how 'good' or 'bad' you decide to be, this is touted as the most emotional *Cell* yet. Sam's rubber suit has gone and the gadgets have been stripped back, placing the emphasis firmly on classic sneakery.

After a brilliant-but-dark (well, pitch black most of the time) third instalment, it's refreshing to hear that much of the new game's going to be set in broad daylight. It'll even feature sections set in arctic wastelands and deserts, showcasing new visual effects like snow flurries and sandstorms. All in all, it's looking like a new direction for Fisher, and we're expecting a cut above the usual 'now he's back... with an attitude!' tosh. We'll also be seeing the return of the multi-player options, this time in the form of Spy Vs Spy co-operative battles. It'll even be possible to fight yourself free of a neck-snap when you're taking on other humans.

PSM RECKONS *Metaphorically, though thankfully not literally, this is looking like the darkest* Splinter Cell *yet. It's a terrific storyline, that's for sure, and we like the idea of making moral decisions that affect gameplay. Whether it's going to totally distract us from Snake's beard physics in* Metal Gear 4 *is another matter, but there's no doubting that* Splinter Cell 4 *is looking as polished and neck-snappingly entertaining as ever.*

THE SMALL CELL

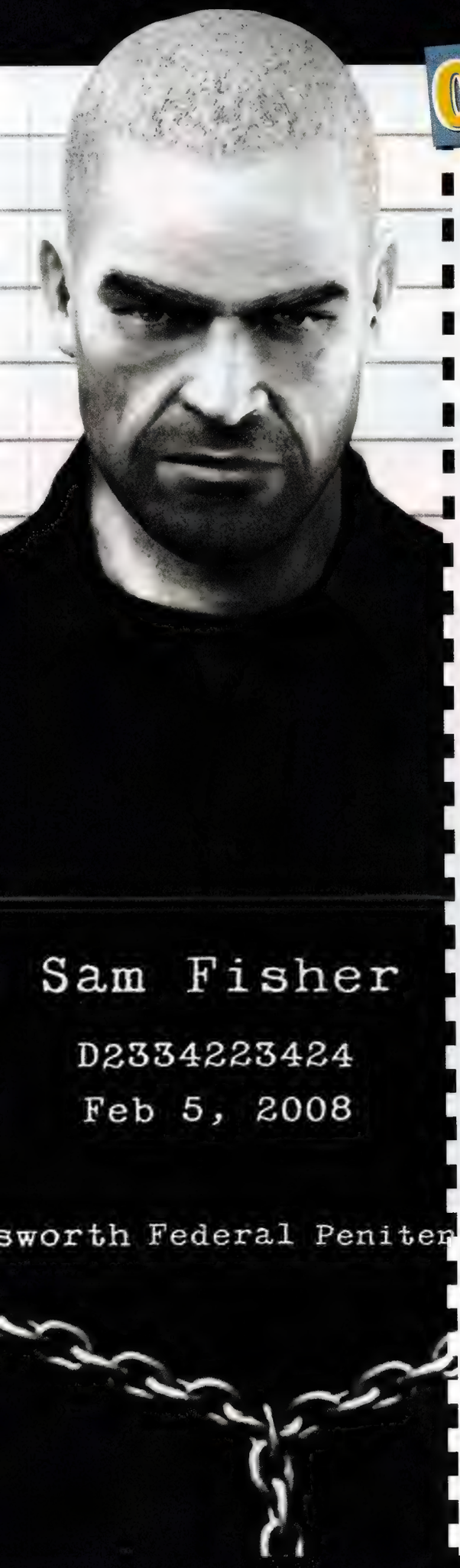
Currently known as *Splinter Cell Essentials*, the PSP version of Cell loosely follows the plot of Double Agent and includes the jail break sequence, but also features flashbacks to Sam's days in the Navy before he joined Third Echelon. It'll feature nine maps, a redesigned targeting system and a one-on-one multi-player mode.

SPLIT FOR A KING: It's looking pretty strong, but let's hope the controls translate well.

MALCOLM GLACIER: *Splinter Cell* will finally feature daylight sections – about time too.

OLDER AND VISOR: As revealed last month, Fisher's goggles are back – like, as if they'd get rid of his only distinguishing feature. Pffft.

SMELLS LIKE TEAM SPIRIT: Your allies are an invaluable tool, and can be used to distract foes or help you up higher ledges.



06

HELP THE EMERGENCY SERVICES ON DOOMSDAY IN...

URBAN CHAOS

It's had more names than Cheryl Tweedy has male admirers, but it looks like *Urban Chaos* might actually be quite *good*...

What started life as *Roll Call*, then as *Zero Tolerance*, has now become *Urban Chaos*. Confused? Yeah, us too, but hey, it's actually a very decent-looking FPS with enough original ideas to make us want to *actually* play it. Every first-person shooter needs a gimmick, but *Urban Chaos* has several. Firstly, you're in the midst of a city-wide crime epidemic, helping the police, ambulance service and fire brigade deal with an army of rioting gangs. The other big 'thing' is the shield. You can call this up at any time to bash perps over the face and fend off fire and other environmental dangers. As the level goes on, you see it get cracked, razed and battered, which is indicative of the level of detail seen throughout the entire game.

PSM RECKONS *It doesn't have the same big-budget, envelope-pushing appeal of* Black, *but* Urban Chaos *could easily be one of the best shooters on PS2. The levels we played were high-action and fast-paced, and if the whole game follows suit, it'll be the perfect antidote to dull the reams of dull WW2-themed FPSes that seem to be saturating the shelves these days. Working with the emergency services is actually a helpful feature; if a flaming gas pipe or a door is blocking your way, firefighters can help you get past the obstacle. Police officers help you take out scumbags and the ambulance people, naturally, patch you up when you're injured.*

MASK NICELY: You get bonus points for collecting evidence, including the masks these criminals wear.

SUN IN THE SUN: The city is really well-designed and split into various areas including downtown and the 'ghetto'.

grand theft auto WORLD

07

SPECULATING WILDLY ABOUT...

GTA4

Will Rockstar tackle the world on PS3? The facts are piling up...

The facts: Rockstar release a 'proper' *GTA* game every two years. *GTA: San Andreas* launched in 2004 so this is an 'on' year. Rockstar President Sam Houser has said that "With PS3, it looks as if it might be time for interactive entertainment to become the world's dominant artistic medium." Rockstar has registered the trademarks *GTA: Bogota*, *GTA: Tokyo* and *GTA: Sin City*. Sam Houser owns the web domain grandtheftauto4.com and gta4.com. *GTA: San Andreas* was the last in the *GTA3* trilogy. When asked about an online *GTA* game by our US sister mag PSM, Houser referenced PC RPG *Everquest*, saying Rockstar wanted to do more than simple death-matches. Hmm.

PSM RECKONS *Prediction? GTA IV, set in Europe (or a 'world' with, say, six cities), is announced as PS3 exclusive at E3, available as a UK launch title in 2006. A Rockstar employee recently told us this would be an 'interesting' year, while winking and laughing. Hmm.*

GO ON A REVENGE-FUELLED KILLING SPREE IN...

08 DRIVER PARALLEL LINES

On paper, it's a big leap over *Driv3r*, but how does *Parallel Lines* fare hands-on?

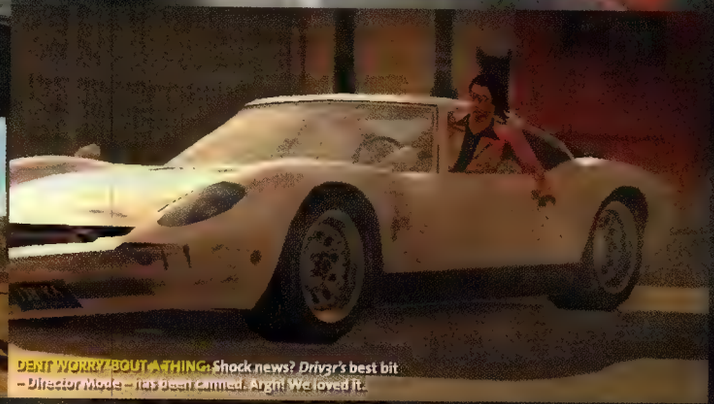
Two time periods? So how in the name of flared-trousers does that work? Simple. Your character TK (aka The Kid) starts the game as a cocky fresh-on-the-scene getaway driver, escorting a gang of no-goods as they wreak crimey havoc in 1968 New York. However, halfway through the game he's <look away to avoid MASSIVE spoilers – even though, oddly , Atari aren't trying to hush it up> betrayed by his buddies and left to take the rap. Result uno: 25 years in prison. Result duo: The second half of the game takes place on his release in 2006. Cue six vendetta missions as TK hunts down his former mates. It's Kill Bill in pimped-out cars!

It's also a fresh, easy to grasp, gameplay proposition – unlike the confusing, potato-faced plot-mess of the last *Driver* game. And we're pleased to say that it's not just the story that's had a kick in the pants. Rather than try and do realism (remember all that 'Ridley Scott presents' film madness?), they've tried to make a *videogame* this time around. The driving is pick-up-and-play and the running about bits are are smoother and more competent. The whole thing is simply faster and more fluid than last time.

We had a test drive of the new customisable cars and, at top spec, our motorbike was able to keep up with the rockets we were firing from our rocket launcher. Explosions flipped over cars, upended trucks shattered like egg shells and we just sped on by. This game can fling the entire toybox at you without breaking a sweat. Best bit of the demo? Setting the new in-game clock to run at one hour per second and watching the lighting change, as the shadows lengthen and track around scenery as the sun rose and set with the moon in hot pursuit. *Parallel Lines* does the real-world, real-life, real-city effortlessly.

PSM RECKONS *So far, so... well, it's in the balance. The game looks waaay better and on the surface they've fixed everything that marred the ambitious Driv3r (except that the cops are still a bit too smart). Only one final hurdle remains: providing a long list of interesting, varied and well designed missions – something previous Drivers have had plenty of difficulty with. For example, one mission requires you to lose a track race but make sure another guy wins – a clever gameplay twist – but a potential nightmare if the remaining AI cars are too aggressive or unpredictable. With careful balancing, this could be great. Repeat: could.*

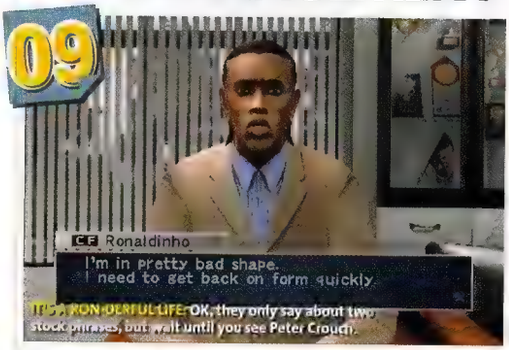
FLARE CAP GUY: The targeting is solid and perfunctory – but the on-foot stuff can look a little jarring.



DENT WORRY 'BOUT A THING: Shock news? *Driv3r*'s best bit – Director Mode – has been canned. Argh! We loved it.

MAKING RONALDINHO WEAR A SUIT IN...

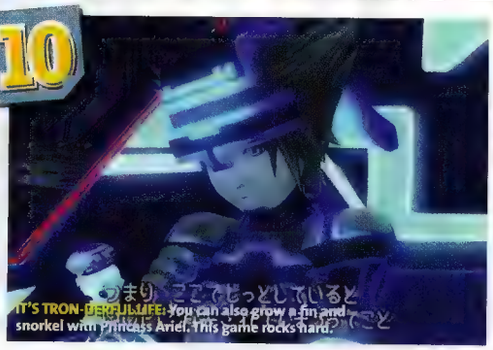
09 PES MANAGEMENT



IT'S A RON-DERFUL LIFE: OK, they only say about two stock phrases, but wait until you see Peter Crouch.

BE TRON. MOTHER CHUFFING *TRON*. IN...

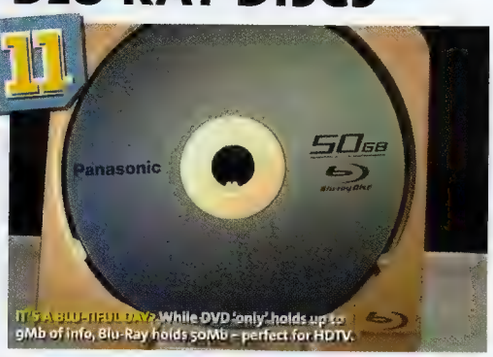
10 KINGDOM HEARTS 2



IT'S TRON-DERFUL LIFE: You can also grow a fin and snorkel with Princess Ariel. This game rocks hard.

SNAP YOUR DVDS AND BUY MOVIES ON...

11 BLU RAY DISCS



IT'S A BLU-TIFUL DAY? While DVD only holds up to 9Mb of info, Blu-Ray holds 50Mb – perfect for HDTV.

POLICE, RELEASE ME: As it stands, the police are far too aggressive, especially compared to EA's *NFS: Most Wanted*.

C'MON ROGUE: We don't think stealth will play a major part given Rogue's violent tendencies.

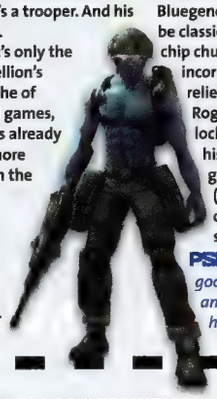
LIKE THE SMURFS, ONLY MEANER...

ROGUE TROOPER 14

We've lost our heart to a ~~Starship~~ *Rogue Trooper*...

Nu Earth. The future. Endless war rages between Norts and Southers, and in the midst of the fighting steps one man. A blue man who doesn't wear a top. He's a trooper. And his name is Rogue.

Though it's only the second of Rebellion's promised swathe of 2000AD based games, *Rogue Trooper*'s already looking a lot more promising than the slightly disappointing *Judge Dredd*. Focusing on Rogue's attempts to find the traitor who wiped out his platoon, this third-person shooter mixes classic Trooper storylines with more up to date characters from the strip, like fan favourite Venus Bluegenes. Of course, it wouldn't be classic *Rogue* without his bio-chip chums, and they've been incorporated as both comic relief and tactical elements – Rogue's hat (Helm) picks locks and hacks computers, his rucksack (Bagman) fires grenades and his rifle (Gunnar) can be left in one place as a remote sentry-gun.



PSM RECKONS *Looking good – but where's that D.R. and Quinch game we're holding out for?*

FREEZE YOUR ASS OFF WITH...

PHILIPS' AMBX TV 15

Philips gear up to provide new meaning to the words 'chilling experience'

FROSTY RECEPTION: Philips' new TV will actually make the room go cold and blue. Oh, brilliant.

Due for release in May, Philips' amBX promises that it's a step towards what it's calling a 'full sensory surround experience,' incorporating colour and heat into your everyday gameplay. Using ambient lighting, a heater and a fan, the system allows any developer to enhance their games with the technology – so a lightning storm might strobe the white lights, while a ride in an open-topped car ruffles your hair with a light breeze. Nice.

PSM RECKONS *Sadly, all technology like this falls into the same Catch-22 – until enough games can burn your face off for falling into a vat of chillies, you're unlikely to invest in them, and until enough people buy the face-burning technology, publishers will be unlikely to incorporate it into their games. Still, it's an interesting idea...*

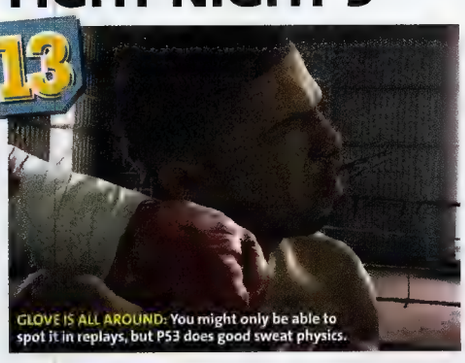
PIMP YOUR PSP WITH CAPCOM'S SEXY...

SFA3 DOO-DAH 12

THE CLEVER PUNKS STOP HERE: It's a D-pad adapter to make fireballs easy to do. Capcom, we salute ye.

PUNCH REAL SWEATING MEN IN...

FIGHT NIGHT 3 13



GLOVE IS ALL AROUND: You might only be able to spot it in replays, but PS3 does good sweat physics.

16

MAKE YOUR OWN SALLOW-FACED GANGSTER IN...

THE GODFATHER

At long last, a proper look at *The Godfather*. But have Electronic Arts 'Don' good so far?

When, back in July, it was announced *The Godfather* had been delayed until the following *March*, alarm bells clanged. When EA only let us see a video, rather than actually play it, the clanging turned into wailing sirens of alarm. But now, at last, we've actually got to mess around with it. And what do we think? Well...

See, although it follows the plot of the movie pretty well – and the cut-scenes look awesome, with astonishingly accurate character faces – it's all a bit, well, sterile. It doesn't look like New York, more like 'Generic City Graphics Engine #14', which is probably what it is. The bare-knuckle fighting method (grab your target with L1 and then swing the analogue sticks) is sometimes a touch unwieldy and doesn't work anything like as well as *Fight Night*, which it appears to have been 'inspired'by. The police are dumb, and are inclined to just suddenly get bored and disappear in the middle of high-octane chases. The cars handle like they're on ice. And the gun targeting is no better than in *San Andreas* – rubbish, in other words. We're dubious, but hey, *From Russia With Love* was loads better than we thought it would be, so maybe...

PSM RECKONS *It's a lot like* GTA, *there's no doubt about that. It takes place in a giant, free-roaming city, it lets you beat up anyone you fancy, you can nick cars, get involved in police chases and take part in the missions or, if you fancy, just wander about exploring. It's OK, kind of, and quite fun in parts, but only the cut-scenes look as if they might elevate* The Godfather *above the mass of other generic city-based crime games.*

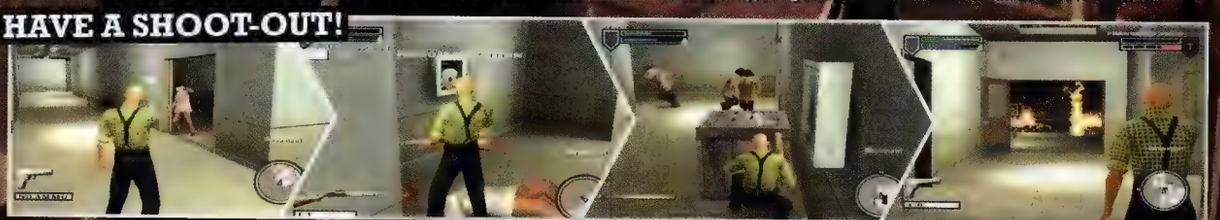
GORE BLIMEY: EA certainly haven't shied away from showing the blood in this one.

HOW TO BE A MAFIA KINGPIN

GET THE LOOK!

STYLE TRIAL: EA's create-a-character options are as good as ever. Here, we've created a sunken-faced baldie with appalling dress sense. His name is Don Johnson. We're hilarious!

HAVE A SHOOT-OUT!



FACE YOUR FEARS: Observe the 'Face-Off Execution', in which you blow a man's mug off. Then watch as some baddies fail to find you behind a crate. Then blow up some barrels. Gosh.

RUIN A PARTY!

PARTY HARD: Stick your pits in some woman's face, watch a girl dance on a bed, get rejected by another, then have a ruck to re-assert your masculinity. It's just like one of our parties!

FINALLY!

A REASON TO DIG OUT YOUR PSP...

17 FFVII CRISIS CORE

Square Enix have been keeping this one close to their chest. All they've revealed so far are a few cut-scenes, all of which have been drawn in the style of anime. But we do know that this is going to be a full-on RPG, set around the events of the original PSone epic.

18 OUTRUN 2006: COAST 2 COAST

The wind in your hair, girlfriend by your side, the open road – yes, you'll be able to make the *Outrun* experience complete by playing on an open-topped bus. The PSP version comes with 12 extra Ferraris – including the Superamerica – and 30 'glorious' stages. Should be excellent.

19 EXTREME GHOULS 'N' GHOSTS

Although it keeps the classic side-scrolling design, it adds depth to its backgrounds with posh polygonal effects. King Arthur's got himself some new moves, and it's probably the hardest game we've ever played.

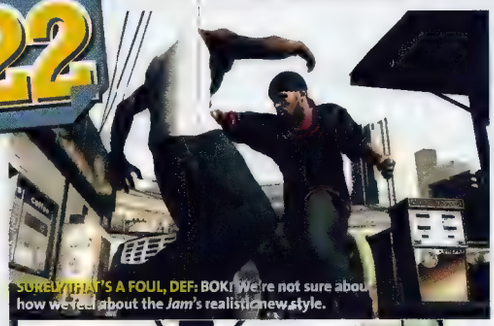
20 TALKMAN

There's nothing more embarrassing than going to a country where you don't speak the language. Unless, of course, you rely on a talking blue bird to do your translation for you. Quite.

21 FRWL PSP

It won't make your PSP dispense poison gas or explode – probably – but the handheld version of EA's *From Russia With Love* will feature all the sneaking, shooting and driving of the PS2 version. Fighting gypsy two-player mode? Unlikely to happen.

22



SURELY THAT'S A FOUL, DEF: BOK! We're not sure about how we feel about the *Jam*'s realistic new style.

BUSTING RHYMES – AND HEADS – IN...

DEF JAM 3

Mama said knock you out! Honestly, the woman really needs help.

After the excellent *Fight For New York*, *Def Jam*'s returning on PS3 for more hip-hop head-bashing. Details on how it'll be improved are sketchy, but a shift to 'street fighting' suggests that the series might be going free roaming for the first time. Expect new talent like Juelz Santana and Young Jeezy, and perhaps a special lady cameo from the lovely Rihanna as one of your bitc... sorry, that's 'highly respected girlfriends'. Nathan predicts he'll be throwing Sean Paul off buildings, into traffic and through electrified fences by early 2007... and maybe even in the game, too! Ho ho ho. Ho. And indeed, ho.

PSM RECKONS *It took* Beat Down, Urban Reign *and* Crime Life *to really make us appreciate just how much we liked* Fight For New York, *and we've never looked back. Nose-crackingly solid collisions, onlookers dishing out hammers and the option to toss Snoop Dogg into the path of an oncoming train all made for one of the best beat-em-ups of recent times, and it's certainly a trend we'd like to see continue. Just for the record though, things we'd like to see in* Jam 3 *include: a create-your-own-ladyfriend mode, a few more weapons, LL Cool J and many, many more moves involving repeatedly crunching a man in the plums with your box-fresh Air Jordans. That's the way forward, if you ask us. Minigames where you 'diss' rival 'crews' to get 'respect' – we're not quite so bothered about those, thanks.*

23

PROTECT AN ENTIRE CITY IN ...

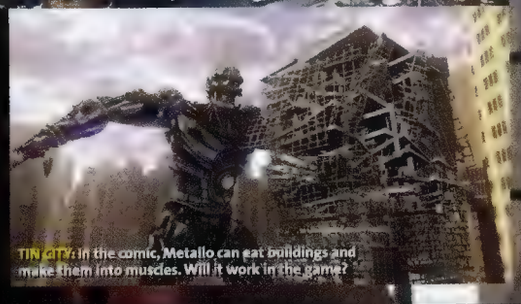
SUPERMAN RETURNS

Look! Up in the beautifully-rendered sky!

Traditionally, Superman games are crap for three reasons: a) Nobody ever uses his powers properly. b) They make you beat up burglars and c) He's supposed to be invincible. *Superman Returns* changes all that, though: apart from being able to prop up buildings and catch jumbo jets, the Man Of Steel can freeze things with his ice breath, smash them with his super-fists, then melt them with his heat vision to, say, put out a fire with the resultant deluge of water. Developers EA Tiburon – best known for their work on the *Madden* series – also promise that he'll be able to fly at three-hundred miles an hour, then carry on running at the same speed on the ground. He'll also be fighting massive, skyscraper-scale villains like Metallo, as well as taking on a chillingly hairless digitised Kevin Spacey. And best of all, he'll be doing it in an 8...mile, 10,000-building-strong depiction of Metropolis. Oh, and yes, you're mostly invincible – you only fail missions by letting innocent civilians die, because Superman wouldn't ever be so careless. Up, up, and away. And watch out for the Kryptonite.

PSM RECKONS *Superman games don't come off too well in 2005 – Fantastic Four, Marvel Nemesis, Batman Begins... duffers all. The best was probably* Ultimate Spider-Man, *and it wasn't all that good. And Superman has one of the worst pedigrees in gaming history. Superman Returns, however, is showing a lot of promise – just check out the shots on display in the screenshot below. Can you fly to anywhere on that map? We can only hope. It'll be out alongside the new movie this coming summer. We're desperate for this to be good.*

CAPE ESCAPE: Fact – Supes has enough polygons in his cape to render Crash Bandicoot four times. Probably.



TIN CITY: In the comic, Metallo can eat buildings and make them into muscles. Will it work in the game?

MAKE GROWN MEN CRY IN...

24

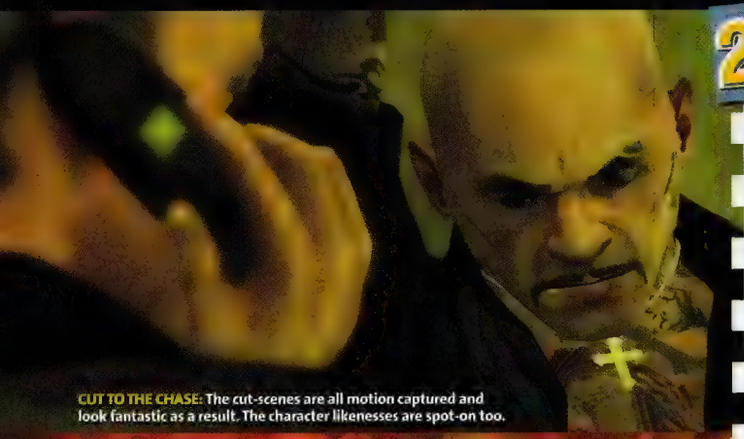
Not the greatest day for Jack Bauer, but will it be better for PS2 gamers?

Jack Bauer is having a very bad day. Again. His daughter (played by the lovely Elisha Cuthbert) has been kidnapped, a load of terrorists are trying to blow up the world, and it's up to him to stop them. How? By working with his mates at the Counter-Terrorist Unit (CTU) and taking them down from the inside. Early comparisons to *The Getaway* sadly remain – the way Jack plods around and takes cover reminds us a lot of Sony's cockney caper – although it's a million times better and less likely to drive you to the brink of madness, as it did to our very own Dan D. The game is surprisingly varied, featuring traditional third-person shooting sections, driving and even puzzling – defusing bombs, scanning buildings for hidden snipers and other baffling techno stuff we can barely understand.

PSM RECKONS *The shooting is solid, but the driving sections are a bit dodgy at the moment. We'll put it down to early code, though, because some of the levels were clearly unfinished. But otherwise, this is totally faithful to the show in every way, even down to the story, which has been approved by the actors and writers. If you're a fan of the show, you'll absolutely love this. Otherwise, it's a very decent action game full of great set-pieces. The fact that the missions are numerous and short keep the pace pumping, which reflects the constant struggle against time that makes the TV show so engaging. It also features genuine voice talent from all the stars, including a dead-looking Tom Sizemore and, er, smarmy DJ Chris Moyles as a Russian terrorist... hopefully we'll get to shoot him in his big chubby face. In the game of course. <ahem>*

SEARCH AND DESTROY: Jack likes nothing more than blowing up terrorists and then going back to his car for a bit of a cry. Bless.

WASTE NOT, TAUNT NOT: Harass captured terrorists in the interrogation mini-game.



CUT TO THE CHASE: The cut-scenes are all motion captured and look fantastic as a result. The character likenesses are spot-on too.

25 WALKING THE SPACE-PLANK IN...

ROGUE GALAXY

It doesn't look much like space in these screenshots...

This might technically be the third game in Level 5's *Dark Cloud/Chronicle* trilogy, but you'd be hard pushed to tell – basically everything about the twee town-building classic's been ditched and replaced by swashbuckling space combat. In a game pitch that could've been plucked from our idle childhood fantasies, it's all about a young lad who gets himself kidnapped by space pirates and dragged off to explore the Milky Way, chatting up scantily-clad Amazons and the captain's daughter on the way. Originally planned to feature an infinite universe – like, say, *Elite*'s – it's since been scaled back to offer a more manageable experience. It'll also feature *Kingdom Hearts*-style real-time combat, switchable characters and (hnngh) random battles, as well as some impressive-looking purple monsters. Yo-ho-ho.

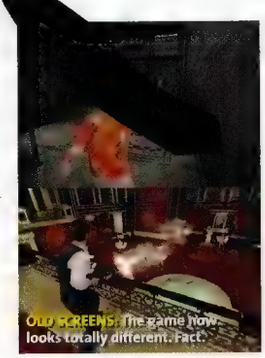
PSM RECKONS *Though certain members of team PSM2 still have a special place in their ventricles for* Dark Cloud's *super-cute construction-based antics, there's no denying that it's a bit of an acquired taste. Will the lavish cel-shading and pretty characters finally catch the attention of the* FIFA *crowd? Probably not, but we can always hope.*

IT'S A KNOCKOUT: Combat may be random, but at least it's real-time – unlike *Star Ocean*.

26 DEFINITELY NOT DOING THE 'BRENT' DANCE IN...

SCARFACE

"I'm a friend first, boss second... probably a violent mobster third..."



OLD SCREENS: The game now looks totally different. Fact.

If you've already seen *Scarface* you're probably thinking, "Meh – sub-standard *GTA* clone." Well, forget that – Vivendi have scrapped most of their plans, redesigned the game and hired... Ricky Gervais. The Brentmaster General will make a cameo as an unnamed character in – let's be quite clear on this – an '80s film.

PSM RECKONS *Well, we lap up anything Gervais is in like big thirsty labradors, so we're already far more well-disposed to Scarface than we were. We're looking forward to this now. Phew.*

WIDDLE YOURSELF IN THE BACK ROW WATCHING...

27 SILENT HILL

It's probably the best game-to-movie translation there's ever been. And yes, it's got Pyramid Head in it...

Could 2006 be the year that videogame-to-movie adaptations finally become something you wouldn't be ashamed to take a girl to see? Well, possibly – and Silent Hill looks like the best bet. Directed by Brotherhood Of The Wolf helmsman Christophe Gans – who claims he's completed all of the games – Hill's loosely based on the events of the first game, although Harry Mason's replaced by Radha 'Pitch Black' Mitchell as new lady Rose. Searching for a cure for her daughter's fatal illness, she ends up venturing into America's foggiest town and finding (erk) that it's plagued by a living darkness that transforms anything it touches. After studio suits complained that the original script didn't have any men in it, it's been repurposed to include Sean Bean as Radha's husband, who sends in cop-lady Cybil and eventually ventures in himself. It's also rumoured to contain huge chunks of the speechless wandering about that defines the games, as well as some genuinely trouser-ruining moments involving glop-headed beasts and tiny, sinister children. How faithful is it to the game? See for yourself...

PSM RECKONS *It certainly looks the part, with the town of Silent Hill all shrouded in baddie-hiding mist. Whether it can out-chill* Silent Hill 2, *the game, is another matter. We're hoping it doesn't descend into the mediocrity of* Silent Hill 4: The Room, *however. We shall see, but we're looking forward to watching this one.*

SIGN, SEALED, DELIVERED: They've captured the game's foggy look perfectly – wonder if the lead character spins on the spot, too?

'IRONICALLY' APPRAISE NUDITY IN...

28 DEAD OR ALIVE

Four words – Holly Valance fighting naked. Wisely ignoring the shaky combo system and that bloke who looks like Dennis Rodman, the film adaptation of Tecmo's kung-fu fleshfest focuses heavily on the ladies – the trailer features the former Neighbours pixie catching her bra mid-flight while beating up an armed intruder. It ought to be well choreographed, too – director Corey Yuen was also responsible for The Transporter and Jet Li classic My Father Is A Hero. Pointless bonus fact: Ryu Hayabusa's played by Kane Kosugi who also did the motion-capturing for Tenchu. Expect him to be in it for all of about ten seconds.

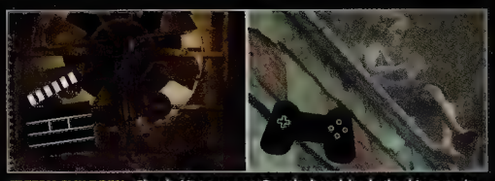
PSM RECKONS *Well, this isn't actually going to be any good, is it? At best, it'll be a mindless hour-and-a-half of semi-naked female flesh, daft dialogue and random violence. At worse, it'll be like the* Street Fighter *movie. Actually, nothing could be as bad as that. Still, whatever happens, Dead Or Alive's certainly got its eye candy quotient filled.*

KASUMI
Played by: Devon Aoki, Miho from Sin City. Likeness: Well, she's half-Japanese and she wears one of the right outfits – that might not sound much, but it's better than the others.

AYANE
Played by: Natassia Malthe, who you might remember as Typhoid from Elektra. She kissed Jennifer Garner and everything. Likeness: They've dyed her hair purple, but that's about it.

HOW FAITHFUL IS IT TO THE GAMES?

CYBIL BENNET? Check. she's played by Laurie Holden, though they've given her a stupid haircut for the film.



CREEPY CHILDREN? Check. Here we see Rose's daughter lashed to a rusty fan – and on the right, sinister guilt-baby Laura from *Silent Hill 2*.

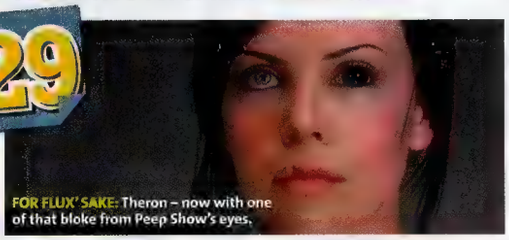
DAHLIA? The crazy priestess training to resurrect an evil God's being played by Deborah Karen Unger, who actually looks an awful lot like her.

NURSES DRESSED IN RED? Check. In the game, Lisa looked after Dahlia's hideously-burned daughter Alessa. Here, she sits around looking creepy.

SEAN BEAN? Check. Though he plays a character called Christopher – put in at the studio's insistence – he looks a lot like James Sunderland.

CRAWLING SACK-MONSTERS? Check. Andy says these are physical manifestations of guilt. Everyone else just thinks they're icky.

'NON IRONICALLY' PLAY...



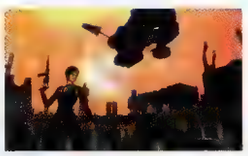
FOR FLUX' SAKE: Theron – now with one of that bloke from Peep Show's eyes.

29 AEON FLUX

400 years in the future, Charlize Theron's fighting the cabal of scientists that control the world in an adaptation of MTV's animated series. The game, being made by *Bloodrayne* developers Terminal Reality, will feature a 'style meter', 'Flux' time (a bit like bullet time?) and a motion-captured likeness of Ms Theron. Will she die at the end, like in every episode of the TV series?

We're moderately interested.

PSM RECKONS *If it's got Charlize Theron in it, it's fine by us. The game? Well, we'll just reserve judgement on that...*



30 SPY HUNTER

After a moderately successful turn in Doom, Dwayne 'The Rock' Johnson – you know, from the wrestling – returns to videogame territory as an F-15 pilot recruited to drive the car/bike/boat Interceptor after oddly-named megalomaniac Daemon Curry. It's being directed by John Woo, so expect plenty of fluttering doves and soul-searching, too.

PSM RECKONS *Well, we can only hope it turns out to be better than the recent, frankly abysmal,* Spy Hunter *games. Fortunately, there isn't a new one planned – yet – to tie-in with the film. And speaking of the movie, well, The Rock's proving himself to be a fairly capable action hero (though let's try and forget Welcome To The Jungle), and together with John Woo ought to produce something good. Or, at least, outrageously violent.*

31 X-MEN 3

Although the X-Men films traditionally come accompanied by a game, so far they've been comic-inspired spinoffs – think Wolverine's Revenge and X-Men Legends. This year's going to be different, though – Activision are working on a proper game based on 'the events surrounding the film.' It'll have likenesses of Kelsey Grammar and everything. Ready those 'let's talk about X' jokes – we're going in next month.

PSM RECKONS *The X-Men films tend to pretty good. The games tend to be just about OK. All we can really hope for is that 'the game of the film' doesn't turn out to be like the slightly rubbish* Fantastic Four. *Maybe it'll be like* Spider-Man 2 *instead. We'll see.*

HELENA

Played by: Sarah Carter from K-9: P.I.
Likeness: Almost none. Also, Helena is 'outwardly cold', while Sarah's interests include 'distributing food to the needy'.

TINA ARMSTRONG

Played by: Jaime Pressley, who we've all heard of, but can't remember in a film.
Likeness: She hasn't done her hair right, but she *does* wear the stars 'n' stripes bikini from *DOA: Beach Volleyball*.

CHRISTIE ALLEN

Played by: Holly Valance, ex-Neighbours girl, known for advertising reverse-charge phone calls.
Likeness: In the game, Christie is a) White haired and b) British. Yes.

32

GETTING BACK TO BASICS IN ...

TOMB RAIDER LEGEND

Lara slips back into hotpants and loses the attitude – it's like falling in love all over again.

"We can't tell you specifics about the plot," teases the man from Crystal Dynamics – conveniently overlooking the fact that we simply just don't care. We've just emerged from a cave into one of *Legend*'s open-plan areas and we're still trying to chisel our jaws off the floor after seeing the scale of the thing – a huge, beautiful waterfall in the background of a cavern that's easily the size of Paddington station. The Nephilim? Forget them. Taunting Parisian bookies? Forget it. That's all in the past, where it belongs. This is *Tomb Raider* exactly as it's meant to be – just Lara Croft, her hotpants and a pair of Desert Eagles against oodles of whirly blades and surly guards, cheating death and nicking ancient artefacts from unlikely hiding places. Who cares about the plot? Not us, that's for certain.

Not that *Legend*'s a step back for Lara. Keeping pace with young upstarts of the likes of *Prince Of Persia* means that Ms Croft's moves have been refined, ditching the classic grid-based get-to-the-edge-and-take-a-step-back jumping system for a more organic approach. The levels' design is much less angular now, and Lara can actually twist in mid-air in order to catch hold of ledges – and even if she misses, a split-second button prompt gives you the chance to make the save. Similarly, other innovations have been borrowed directly from other games: stepping onto a crumbly walkway might trigger a *Resi*-style interactive cut-scene demanding rapid-fire button stabs; gunfights include bullet-time, and Lara's now equipped with a magnetic grappling hook. The latter isn't your standard look-for-the-grapple-icon gimmick, though – she can deploy it in mid-air for extra-long jumps or use it to drag dangling platforms or helpful objects towards herself, or even attack enemies with it if she's run out of ammunition for her guns. Lara's also equipped with a headset to keep in touch with her support team back at Croft manor, providing help, advice and comic relief. It's all absolutely glorious.

"TOMB RAIDER AS IT'S MEANT TO BE – JUST LARA, HER HOTPANTS, A PAIR OF DESERT EAGLES AND SURLY GUARDS"

And that plot? Turns out it's something about a rival aristocrat, a tragedy from Lara's past, an African town known as Seguo and – yes – an ancient artefact that could destroy the world. Now *there's* a massive surprise. But whatever, eh? Just look at these shots and drool...

PSM RECKONS *Against all expectations, we're massively excited about new* Raider. *Impressed by Lara's fluid acrobatics and buoyed by the prospect Rachel Weisz providing her plummy British twang, we're expecting great things. Please don't let us down, Lara, or we'll never speak to you again. Well, maybe.*

HOOK WHO'S TALKING: Lara uses her new grappling hook to reel in some rockery, but it can also be used on enemies.

SWIM CITY: The swimming bits were always claustrophobic, and if the croc returns too, we're unreading this bit.

33

PRAY FOR MC HARVEY'S DEATH IN...

FIFA STREET 2

Oh, come on, don't try to pretend that you weren't expecting a sequel...

Offside, ref! No, only joking. The football game where you don't actually need to worry about the rules returns in February, and actually scoring goals is less important than ever. This time it's all about the new Gamebreaker Trauma moves – obliterate enough rivals with fancy displays of foot-flickery and they'll be too demoralised to continue, awarding you the game by default. Also new are juggling moves and one-on-one skill battles. Score!

PSM RECKONS *We're not sure if MC Harvey remains as 'commentator'. If he's gone, this'll be loads better than before. If he's still there, well...*

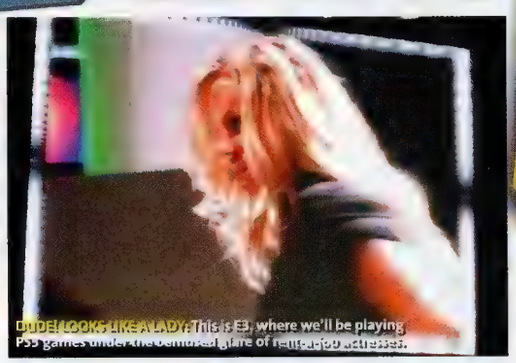
STREET LITTLE MYSTERY: We're convinced the game will look this good on PS2, honest.

STREET LIKE CHOCOLATE: They've made the streets even dirtier and 'street' like. Good.

34

LOSE YOUR MIND AT...

E3 2006

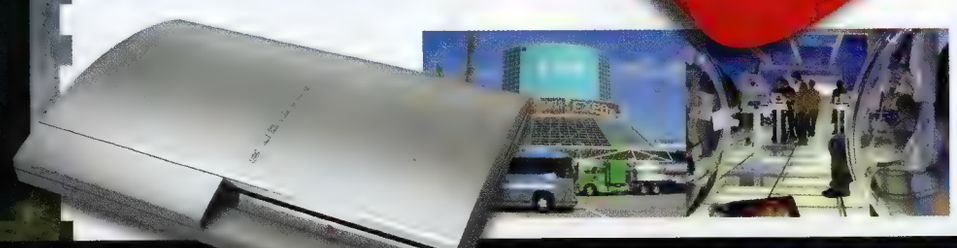


DUDE LOOKS LIKE A LADY: This is E3, where we'll be playing PS3 games under the demented glare of re-tipped actresses.

Fat people/PS3 to dominate world's biggest games show.

Every year we moan about what a 'chore' it is to go to E3 and play loads of brilliant new games while drinking space juice with Hideo Kojima and ogling drop dead gorgeous glamour models, but the shocking truth is – *it isn't actually that bad*. Er, seriously, though, while the relentless schedule, bowel-dislocating volume and legions of fat yanks claiming to be CEO of plebgamerz.rpg does get a bit annoying, this year we can look forward to playable PS3, a potential *GTA* next-gen announcement, playable *MGS4* plus loads of games we can't even *imagine* – which we'll no doubt greet with feigned indifference to distance ourselves from the sea of whooping yanks, despite internally breakdancing over a trifle of naked ladies.

PSM RECKONS *It'd be foolish to make bold predictions, but this'll be the show where PS3 goes 'nuclear', with playable versions of every key franchise, from* Killzone, *to* DMC, *to* Resi 5, *to* Vision GT; *plus loads of BIG announcements including – we're betting –* GTA: IV. *Quite honestly, the moment when Sony US CEO Kaz Hirai gets on stage to blow the PlayStation trumpet has us trembling with excitement every year. Which may explain why the 'real'* Dead Or Alive *girls never return our calls...*



35

REDISCOVER YOUR LOVE OF RPGS WITH...

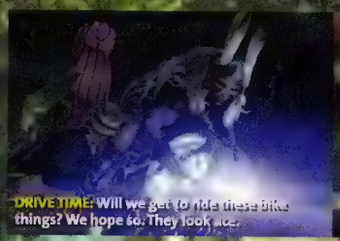
FINAL FANTASY XII

New characters, a new setting and a brave new method of slaying beasts – but don't worry, this is classic *Fantasy*.

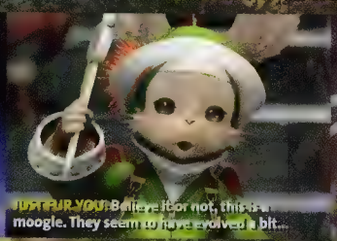
There hasn't been a truly decent RPG on PS2 since... well, since *Final Fantasy X*, which was released almost four years ago. But now, along with the fantastic *Dragon Quest VIII*, Square Enix have blessed us with a fresh new chapter in their epic role-playing series, and it looks like their most ambitious yet. For one, the combat system has undergone its first major change since, literally, 1987 – it's now semi-turn-based and the much-maligned random battles have been totally abolished. You no longer stand in a line-up with your party and issue commands – you can move around freely with the analogue stick – and you can see enemies ahead of you, which means they can be avoided if need be. This had us worried that they were dumbing the series down to attract more casual gamers, but after having played it, we can confirm that it's as hardcore as ever, but feels far less dated. Which can only be a good thing, right?

RECKONS We've only played two very brief sections of the finished game, neither of which contained any cut-scenes or semblance of plot, but the combat is totally refreshing and visually it has that typical square sheen. And as we've come to expect, the CG is absolutely amazing. Just when FMV cut-scenes were dying in Square with some of the best we've ever seen. Familiar fun pleasing touches include the return of the Bombs (the fire monsters that swell every time you hit them), chocobos (which, according to the latest rumours on the internet, you get to ride and perhaps breed) and familiar spells and summons including Ifrit and Fujin. Great news for fans and great news for gamers in general.

"THE COMBAT SYSTEM HAS UNDERGONE ITS FIRST MAJOR CHANGE SINCE, LITERALLY, 1987"



DRIVE TIME: Will we get to ride these bike things? We hope so. They look ace.



JUST FUR YOU: Believe it or not, this is a moogle. They seem to have evolved a bit...

LOVE TRAIN: As ever, expect the plot to revolve around romance and jealousy.

WHAT'S IN THE DEMO?

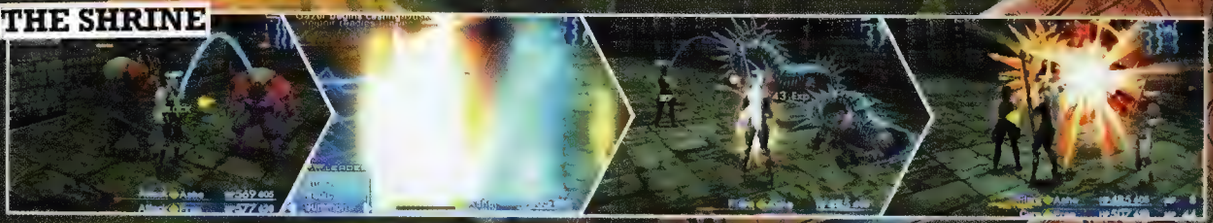
THE INTRO

CG MAGIC: Square always make the best CG, and this is no exception. Just look at the detail. It really is film quality. Well, to look at. The plot may be rubbish but look at it though!

THE COAST

BEACH BOYS: This lush beach stretches for miles. You fight your way along the coast and face a giant, angry T-Rex... or a 'Rockeater' as it's known in *FFXII*.

THE SHRINE



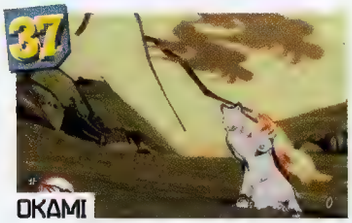
GLOOM WITH A VIEW: This dungeon is hardly eye-catching, but it really does show off the lovely lighting.

ORIGINAL

SOMETHING A BIT DIFFERENT...

36 RYU GA GOTOKU

Proof that not all Japanese games have to be twee, flower-collecting nice-'em-ups – in the form of a *Shenmue*-style Yakuza sim where you chat up strippers and hit salarymen with golf clubs. We review the near-impenetrable Japanese version on page 56. Check it out.



37 OKAMI

Plenty of games ask you to save the world, but only one (from the brain of *Viewtiful Joe* producer Atsushi Inaba) wants you to do it in as a magical wolf who *paints* enemies dead. Rammed with clever touches, expect this to be the most original game of the year.

38 FREE RADICAL'S GAME

Christ knows how they're going to manage it, but the *TimeSplitters* developers are planning a more serious turn in their next game. They're planning a title for mature gamers that'll include "difficult moral decisions" and offer a "terrifying, intense environment".

39 RULE OF ROSE

A survival horror game featuring a girl with a dog might *sound* an awful lot like Capcom's recent *Haunting Ground*, but that's before you factor in, um, the intelligence of the dog – apparently it can sniff out puzzle solutions, which is, er, a bit like *Haunting Ground*, really.

40 LOCO ROCO

It's gleefully simple – prod your PSP's shoulder buttons to tilt a 2D landscape and squodge dozens of tiny yellow balls into slow-moving uber-sphere – but *Loco Roco*'s actually incredibly addictive. We played it at TGS and absolutely loved it to bits. Small, yellow bits.

BATTLE MONSTERS WITH COMPLETE STRANGERS IN...

PHANTASY STAR UNIVERSE

Sega's legendary RPG splits into two parts for its premier trip to PS2.

Phantasy Star Online was one of Sega's best games, but because it was online-only it didn't get half the recognition it deserved. But now everyone gets a chance to savour its action-packed world, with both a single-player mode that's a worthy RPG in its own right and a fully-fledged online game that promises to be as good as its Dreamcast predecessor – but without the countless flaws and niggles that stopped it just short of perfection. For example, there are now vehicles to control, which puts an end to the tedious walks between areas that made us seethe in the last game. Thank chuff for that, eh?

PSM RECKONS *Sega have promised that PSU's online world will constantly evolve over the course of several years, and that among 20+ dungeons there'll be vast cities teeming with other real players trading, chatting and organising teams to go questing with. The character creation options have also been greatly improved, meaning your avatar will look as individual as you want him or her to be, reducing the confusion of fighting among five identical-looking comrades. If you love RPGs, but don't yet have broadband, see about getting it installed – you simply can't miss out on this. It'll be spectacular.*

BE SHAKEN AND STIRRED BY...

CASINO ROYALE

EA recruits lucrative next-gen movie license as PS2 retires from secret service. But what will they do about the bollock-based torture scene?

If you thought *From Russia With Love* was preposterous (Bond shooting helicopters in a jet pack above Big Ben?), then prepare for something truly out of character in *Casino Royale* – EA's conversion of the forthcoming movie remake/Ian Fleming novel, where the key scenes involve gambling, drinking champagne and explaining the rules of baccarat.)

The game will be a third-person action adventure, featuring the (though not *confirmed*) likeness of the new James Bond, played by Daniel Craig. The game will be based on the new film, due 2006 – which follows the first third of the original Casino Royale movie (starring David Niven as an unlikely James Bond), and then follows Ian Fleming's original novel for the remainder. Good job too as the film was a spoof on the early James Bond titles and had little to do with the book. Those who can remember David Niven's overly cocksure Bond clashing with master criminal Woody Allen (yes, Woody Allen) have probably spent the last twenty years trying to forget it.

For those who haven't read the book choosing Casion Royale as their next game presents EA with a major moral dilemma. One of the book's key scenes involves Bond having his genitals beaten with a stick (we shit you not) and then vowing to have sex with a female spy to prove everything's still ship shape. As you may have guessed, the book is a *shade* misogynistic, and parodies the lull period in the real-life cold war, with Bond forced to drive a second hand Bentley to save money. The plot sees Bond dispatched to seaside town Royale-les-Eaux, to foil the gambling of crooked soviet agent Le Chiffre. Time for a jetpack level, anyone?

PSM RECKONS *Rumours suggest that EA have halted production on* Casino Royale *after only 15% of development, possibly until they know more about the film, or perhaps because of the relatively disappointing sales of* From Russia With Love. *Either way we're praying for EA's closest film/subject matter to in-game content tie yet. The first Bond on PS3 is a hugely exciting proposition though we doubt PS3's RSX Reality Synthesiser will be put to best use in plum-jabbing torture mini-games. Watch this space...*

43

GOTTA SCRATCH 'EM ALL: Notice how the gun casing is burnished and scratched – this is the level of detail that Criterion are aiming for.

FENCE REVOLUTION: Notice how explosive the 'stealth' levels are? You can blow the fence to pieces, strut by strut, to clear a path.

BEING VERY, VERY NOISY IN...

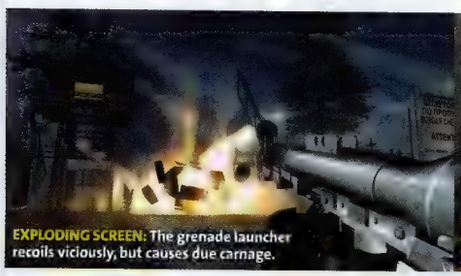
BLACK

What? Stealth levels in Black!? But Criterion's anti-stealth shooter definitely won't be making you hide in cupboards...

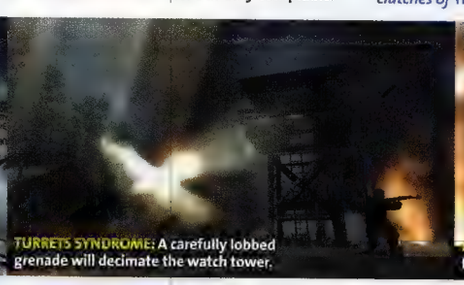
After the madness of *Black*'s first level (a scenery-wrecking, bullet-riddled slice of carnage that's been all we've seen of the game for months now) things calm down a bit. For level two you're charged with rescuing a team of Black Op colleagues and must infiltrate an enemy base in the woods. But does this mean creeping through bushes? Have Criterion gone back on their promises? Has *Black* got – whisper it – stealth elements?

In a word: no. Though it's technically possible to shoot people in the back of the head while they're unaware that you're there, there's nothing so tedious as hiding or sneaking in *Black*. Machine gun tower up ahead? Grenade it until it explodes in a flurry of wood-chips, showcasing the real-time damage system. Gaggle of guards? Charge them, then retrieve health-packs from their rag-doll corpses. Metal door giving you shit? Blow it off its hinges with the meaty blast of a SPAS-12 automatic shotgun. It's twelve-bore, fully automatic, tiptoe-free combat all the way, sharing the same chunky, solid feel that makes *Burnout* the PS2 racer of choice. Our only complaint? Contrary to early reports, it looks like you won't be able to raze every tree flat with a sustained burst of automatic fire. Apart from that, it's looking like the best first-person shooter on PS2. It's definitely the loudest, no doubt about that.

PSM RECKONS *It's looking terrific; slick, smooth, solid and satisfyingly explosive. You can pretty much blast anything you see to tiny pieces with guns that feel comfortably chunky and, basically, we're expecting this to grab the title of 'Best Shooter On PS2' from the clutches of* TimeSplitters 2. *We. Can't. Wait.*



EXPLODING SCREEN: The grenade launcher recoils viciously, but causes due carnage.



TURRETS SYNDROME: A carefully lobbed grenade will decimate the watch tower.

PUMP MY RIDE: The shotgun can be used to knock down unlocked doors – brutal stuff.

44

LOOKING PROPER STYLISH IN...

DEVIL MAY CRY 4

The Tokyo Game Show trailer of *DMC4* might have only revealed one thing – that if you see Dante's multi-hit/uppercut/juggle-shot/jumping-slash combo from the receiving end, you feel a bit dizzy and sick – but that hasn't dulled our enthusiasm about what should be PS3's most stylish game. Producer Hiroyuki Kobayashi won't even confirm that the young Dante in the trailer is how he'll appear, insisting that the model was just designed to show what's possible on PS3 – and in fact, he's likely to be slightly older, since the story's set to follow on narratively from the first *DMC*. The team are also considering a new or returning female lead – we'd suggest Lady – and Tatsuya Yoshikawa returns to his monster-designing duties. No word on a release date, but we're expecting early 2007.

PSM RECKONS *Part three was excellent but hard, part two was a bit trump and part one's one of our favourite games ever. Let's hope for even more stylish action – and more of those delightfully ridiculous cut-scenes – on PS3.*

SEQUELS!

PRAYING FOR CHANGE IN...

FIFA 07

If the Xbox 360 version (pictured) is any indication, then the next FIFA's going to be populated with shiny, dead-eyed robots with the AI of a washproof calculator. Still, expect an enhanced Career mode, *more* gameplay tweaks and the usual polish.

HITMAN

If you missed last month's hands-on you'll be pleased to know that missions are less linear, you can 'clean' up mistakes, and you're aided by 47's new ability with melee weapons. On the flip side, he's being chased by a hitman himself. Bugger.

WWE

They've taken the plunge and lopped off the 'Raw' part after market research robots proved the cost of the license wasn't proportional to increased sales. Expect even saucier diva-on-diva grappling, and – we pray – improved collision and ragdoll physics.

NFS

EA's big-selling franchise succesfully reinvents itself year-on-year, and it's safe to expect an adaptation of *Most Wanted's* police pursuits (pimping is soooo 2004), increased licensing realism and an online community of street racers. *Burnout's* getting guns, see? (page 17)

PES 6

The PS2 version won't be much different – save new animations, rosters, and PSP-to-PS2 Master League link-up. The PS3 version will have real, floppy hair, and a persistent online Master League – so only one Frank Lampard.

FINALLY SEEING IF THE DEMOS WERE REAL ON...

PLAYSTATION 3

Playable PS3 will be here *very* soon. (Keep praying you lot!)

The date: 17th May 2005. The occasion: The E3 show. The question on everyone's lips: Are those PS3 demos real or what? Well, by 'Spring 2006' we'll all know for sure.

At the time of writing PlayStation 3 is still yet to drop it's skirt and deliver the goods. This could happen in early Jan (see page 14 for more info) or it could happen in an event in Japan in February, but each passing minute that Sony don't show off the machine proper is another minute that you'll have to wait for the machine's release in the UK. After a promising start (those first videos looked amazing) it's been silent like an abandoned library ever since.

If Sony are to get their machine out in March – which they are still touting despite all evidence to the contrary – then these videos have not only to be real, but the games pretty much finished by now.

PSM RECKONS *In 2006 you will get to play PS3, and witness its raw power. It's doubtful, however, whether any of the 'in-game' action we've seen so far will be pumping out of it on launch day.*

PSM2 FAKE DETECTOR

Let's look at the evidence so far. At E3 in May we saw videos of (among many others) *Killzone*, new racing title *Motorstorm* and *Unreal* being played. All of which claimed to be genuine PS3 footage. All of which looked amazing. So what's real and what's fake?

UNREAL TOURNAMENT 2007

Since the show we've seen lots more on *Unreal Tournament 2007* (as it's now known). Indeed, during the show it was actually the subject of a real-time demo.

OUR VERDICT: Genuine. This game exists and is coming along at top speed. See page 15 for the latest shots.

METAL GEAR SOLID 4

It's amazing to think it but – going by quality of demos alone – this is possibly the most complete PS3 game there is. The recent Kojima in-game demo (see page 24) sealed that fact.

OUR VERDICT: Genuine. The engine is in place and only the levels (and gazillion plot twists) need putting in. Could this be a UK launch title?

KILLZONE

Without doubt THE demo of E3 2005, but, eight months later, we're yet to see anything more on this. The rumours that the video was created by British computer graphics company persist.

OUR VERDICT: Fake. While featuring polygon detail that PS3 *will* be capable of, the fact is that this demo was nothing more than a great movie that had nothing to do with PS3.

MOTORSTORM

Amazing real-time footage of a work-in-progress game or a movie by advertising renderers Realtime UK, paid for by Sony? Once again, we're yet to see anything more on this game.

OUR VERDICT: Fake. It exists, but it doesn't look like this... yet. You can bet that right now Evolution Studios are using their considerable talents to make the game match the movie.

£400? WHAAAT!?!

Get used to it. It's highly likely that when PS3 arrives, it'll cost you a wallet-shattering four hundred notes. But stop crying. £400 isn't that much really [cough]... Thanks, Mr Sony. No, really. *Thanks*...

= 341 DAYS TO GO!!!!

If PS3 is released in the UK on December 20th 2006, then that's just 341 days to go. That means that you're going to need to put aside a not inconsiderable £1.17 EVERY DAY in order to have £400 saved. Don't panic! Here's how to save that vital PS3 cash.

1) Start making your own sandwiches.
2) In the pub? Is it your round? Look! A flying saucer! [scarper...]
3) Car wash? Admit it: your car isn't worth it.
4) Friday night? Curry and a video? How about a big long walk and some brambles instead?
5) Girlfriends: Are they really worth it?
6) Soap? Make your own from congealed fat! Etc.

"THE MUSIC FEELS LIKE IT'S PIPED FROM JAMIROQUAI'S BATHROOM"
KAIDO RACER PAGE 65

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

48 URBAN REIGN
This scrapper is hardly original, but it *is* surprisingly good fun and features Law and Paul from *Tekken* as secret characters. Ace.

50 HARVEST MOON
PS2's first (and probably last) farming sim. Grow crops, milk cows, feed chickens and find yourself a wife in the nearby town. Bliss.

64 TORINO 2006
Throw yourself down a slippery mountainside on a tea tray in this licensed Olympic sim. But does it win gold or settle for the bronze?

You want more?!
We've so many games you'll combust. There's *Hello Kitty*... woo! (65), *Mini Desktop Racing*... woah! (67), *Codename KND*... gosh! (67) and much more. Jump on in!

WELCOME

Well, it's that time of the year again. The Christmas rush is over and all of a sudden we've hit a serious game drought. What it does mean, however, is that there's a lot less shite filler and more quality titles to get your hands on including, for a second time, the absolutely stunning *Ico*. You'll notice that we've reviewed *Shadow Of The Colossus* again as both games will be out at the same time. See, things are looking up.

And as if *Ico* wasn't lovely enough, along comes *Harvest Moon*, a totally mesmerising farm sim that manages to entertain more than any number of mafia/crime/50 Cent-licensed adventure games. The simple joy of harvesting some tomatoes and selling them to the market while milking the cows and making babies with the missus is a brilliantly refreshing change of pace.

Plus we've also managed to get our hands on an amazing array of fresh new Japanese games – all coming to the UK soon. An English language version of Square Enix's epic *Dragon Quest VIII* is the centrepiece of our truly global reviews section this month. Yes, RPGs are making a comeback, with *FFXII* glinting invitingly on the horizon too.

This is officially the month of happy games, and long may it continue. Well, except *Urban Reign*, but then we're always up for a good punch up. Tsk.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

ICO

A mere twenty quid for the most beautiful game on PS2? Score!

VS

PLAYING PS2 LONGER, HARDER, FASTER

PSM GOLD AWARD

54 GUITAR HERO

Combined with *Buzz!* and *Singstar*, this'll keep your party up all night and out of that spare bedroom...

54 CRAZY FROG RACER

54 GAUNTLET: SEVEN SORROWS

"AT A LITTLE OVER TWO HOURS LONG, THIS IS ACTUALLY SHORTER THAN THE FILM"

KING KONG PSP PAGE 70

58 RYU GA GOTUKA

54 FATAL FRAME 3: THE TORMENTED

DANIEL GRIFFITHS
At the PSM2 Xmas party, Dan drank so much 'orange juice' that he fell asleep face-down in the chocolate fountain. He woke up the next morning covered in marshmallows.

DANIEL DAWKINS
Dan decided to take it easy at this year's party. He only had 17 whiskeys instead of his usual 40 and only upset a *few* women, which is something of a record. Well done, Dan. We're proud.

NATHAN IRVINE
For a few sweet minutes, Nathan's dreams of becoming a Vegas dancer came true when a ring of people formed around him as he strutted his stuff. Like that bit in Teen Wolf.

ANDY KELLY
In his tireless quest to meet 'sexy friends', Andy stripped to his grundies in the middle of the dancefloor, revealing a sparkly thong. He was asked to leave the premises.

DAVID COOK
Dave did well at the party this year. We managed to tease him out of the corner of the room and away from his vodka for a good five minutes. Last year he only managed four.

JOEL SNAPE
Joel wasn't at the PSM2 party because he's a filthy stinking freelancer. Serves him right for leaving us for 'What Hat?' magazine. And yes, he's *still* useless.

PS2 REVIEWS THIS ISSUE

DRAGON QUEST VIII

GAMES

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Shadow of the Colossus pg47
Urban Reign pg48
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Gauntlet: Seven Sorrows pg52
Guitar Hero pg54
Ryu Ga Gotoku pg56
Crazy Frog Racer pg58
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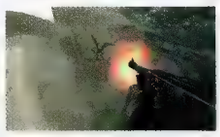

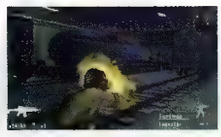

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DVDS

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Land of the Dead: Director's Cut pg81
The Dukes of Hazzard pg81
The Island pg81

THE TRUTH

Every PS2 game reviewed! pg88

SanDisk — PSM2 use only Sandisk Memory Stick Pro Duo cards in their PSPs.

U.S.Robotics — PSM2 plays online wirelessly with US Robotics hardware

INFOSTRIP

DETAILS
Developer: Team Ico
Publisher: Sony
Players: 1
Memory Save: 433kb
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

QUESTION...
I read somewhere that *Ico* was originally designed for the first PlayStation... is this true? Eh? Is it?

PUBTALK
The smart arse thing to say down the boozer.
"Play *Shadow Of The Colossus* after you finish *Ico* – you'll notice a lot of similarities, indicating that the two are linked somehow..."

GAMEFAX
Platformer
Budget
Hard
Original

TRIVBURST
- One huge, seamless game world to explore.
- Blends tough combat and rock-hard puzzling.
- Secret weapons including a glowing lightsaber.
- Go and buy this ASAP.

PSM2 GOLD AWARD

PSM2 GAME OF THE MONTH

The MON£Y $HOT
The scale of everything leaves you as bewildered as Ico would be in real life, which immerses you in the world even more than ever.

"YOU REALLY SHOULD BUY IT THIS TIME, Y'KNOW"

ICO

You're lost in a castle full of eerie black ghosts, you've formed a wordless bond with a ghostly princess and all you have to protect yourself is a stick... Welcome back, *Ico*.

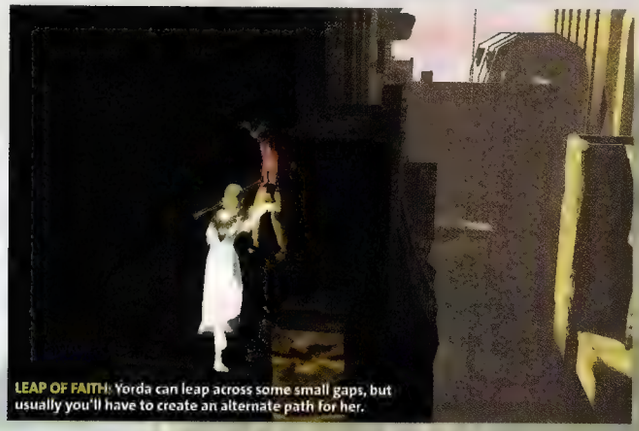
Way back in issue 17 we gave *Ico* a criminal 85%. Now we can admit that we were wrong. Very wrong. It's actually an expertly-crafted, beautiful game that shames soulless tripe like *50 Cent: Bulletproof* and the like by challenging your brain, your thumbs and, ultimately, your emotions. And now they've re-released it. Hence this review.

It strikes such a fine line between frustration and intoxicating beauty. You'll curse the clumsy combat, but your senses will be so spellbound by the bewildering scale and unearthly allure of it all that you'll immediately forgive its shortcomings.

The undeniable fact is that although it's flawed, it's also a masterpiece of design, composition and ambience – every scene is a postcard moment, from blazing sunlight leaking through boarded-up windows and bleaching the edges of buildings to immense towers twisting into the clouds.

Applying a genre to *Ico* is like calling the ceiling of the Sistine Chapel "a painting" but, if we were forced, we'd say it was an action platformer. Throughout the game you're charged with protecting the waif-like princess Yorda from black, oily shadows that, if they manage to grab hold of her, will drag her into the Stygian blackness from whence they came. Initially your only way of combating them is with a bit of old twig, but later in the game you get your hands on a sword and the tables turn. Sort of. The problems with the combat system stem mainly from the fact that there's only one attack button and no combos to speak of. As a result, the game's numerous battles can become tiresome, especially when Yorda is nabbed by a flying shadow and you have to run across half the level to drag her out of a swirling black vortex. If she sinks completely it's game over, so grab her hand and yank her out as soon as you can.

But it's the puzzles that make up the bulk of the game. They require the kind of Krypton Factor-style lateral thinking that would reduce most men to tears, but study your surroundings closely with the right analogue stick and the solution usually makes itself clear. They're amazingly complex – one element affects a dozen others – and you'll have to keep track of every lowered bridge, activated switch and opened door. We saved during a puzzle, came back later and literally couldn't remember what stage we were at. But therein lies its genius, because solving these monsters is hugely satisfying and they're never tedious thanks to the graceful controls and gorgeous environments. The *Prince of Persia* guys could learn a lot from *Ico*, because compared to this, *Sands Of Time* looks like a shameless imitator.



LEAP OF FAITH: Yorda can leap across some small gaps, but usually you'll have to create an alternate path for her.

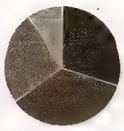
"GIVING ICO A GENRE IS LIKE CALLING THE CEILING OF THE SISTINE CHAPEL 'A PAINTING'"

YORDA ONE THAT I WANT

Ico has very few fans. Not because it's rubbish, but because no one played it. But now, thanks to Sony, your chance to own it without paying £80 for a copy on eBay has come. For an absolutely inconsequential £20 you can play one of the most

TOP 5 OVERLOOKED CLASSICS

- *Ico* (obviously)
- *Beyond Good & Evil*
- *Second Sight*
- *Metal Slug 3*
- *Disgaea: Hour of Darkness*



GAMEPIE

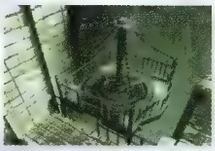
40% Running
20% Leaping
20% Falling
20% Fighting

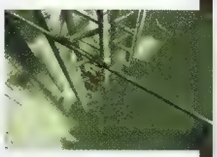
ANSWER

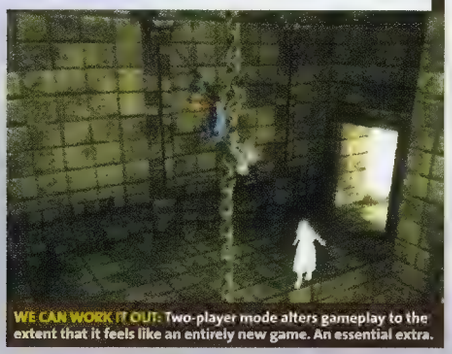
Indeed it is. In fact, there's a gallery of screenshots from the early PSone version on the *Colossus* special edition.

EXTRA LIFE

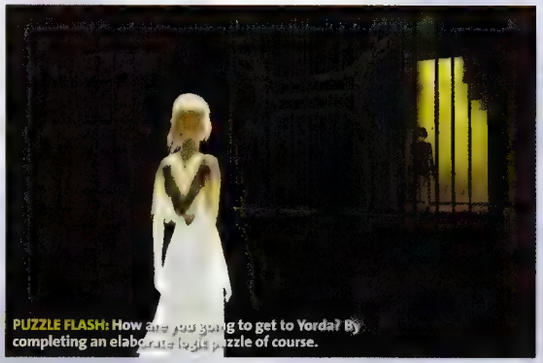
Exclusive to the European version of *Ico* are a number of extras and gameplay tweaks. They've made a few puzzles harder (namely the mace side-quest) and Yorda's AI has been massively improved. As for bonus features, playing the game for a second time translates all of Yorda's speech into English and the mace is replaced by a lightsaber that can kill shadows with one swipe. You can also add a strange film grain effect to the screen, making it look more stylized than ever. Oh, and there's a special two-player mode wherein one player controls Ico and the other Yorda. She can't do much, but it adds another dimension to the puzzle-solving.





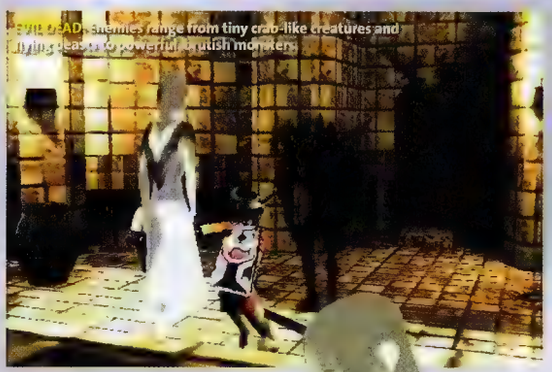


WE CAN WORK IT OUT: Two-player mode alters gameplay to the extent that it feels like an entirely new game. An essential extra.



PUZZLE FLASH: How are you going to get to Yorda? By completing an elaborate logic puzzle of course.

DARK MAN: The shadows are relentless, but if Ico kills enough of them they'll give up and leave the pair alone for a while.



EVIL DEAD: Enemies range from tiny crab-like creatures and flying beasts to powerful, brutish monsters.

ALONE IN THE DARK: If you leave Yorda too far behind while you're busy elsewhere, the shadows will appear and take her.

ICO'S DEFINING MOMENTS

WARNING: MASSIVE SPOILERS

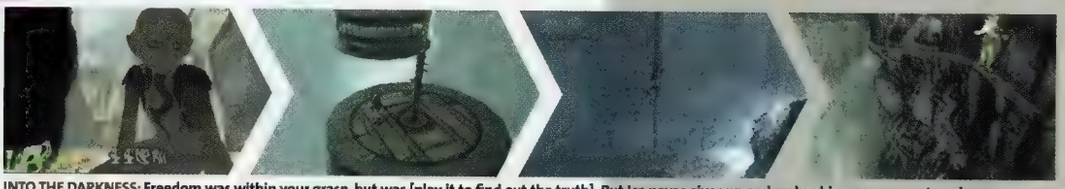
DAN G'S FAVOURITE BIT

"It has to be finding the hidden mace. For the first four hours of the game, even after you get the sword, battles can be a bit of a hassle, then you get the mace and the tables turn. It now only takes a few hits to defeat the shadows and you no longer dread their arrival – you *want* them to come after you. Come on, I'll take you all on!"

MACE OF SPADES: The last part of the mace puzzle is a real bastard. You have to [deleted] a giant ball into a [whoops], which requires loads of trial and error.

DAN D'S FAVOURITE BIT

"After a particularly powerful cut-scene, the sparkling sun is gone and Ico finds himself in the middle of a [deleted]. Combined with your loss (which we won't explain any further), the echoing thunder and lonely walk through a cavernous ravine and ominous hanging [deleted] really get to you. The game goes from sunshine-bleached glory to eerie darkness. Fitting for what lies ahead..."



INTO THE DARKNESS: Freedom was within your grasp, but was [play it to find out the truth]. But Ico never gives up and makes his way across a treacherous [cheeky] in an absolutely brutal storm. He has no [deleted] and no hope of survival, but he somehow makes his way to Yorda. What a guy.

ANDY'S FAVOURITE BIT

"Countless huge puzzles later, you finally unlock the gate that [play it to find out]. But was it ever going to be that simple? Of course not. We won't spoil too much, but the role reversal and heartbreaking climax will leave you speechless. This single poignant moment defines the whole game. Amazing for something that began production almost five years ago."

OPEN SESAME: Yorda opens the <deleted>, but it severely drains her energy. Will she be able to walk any further?

FALL GUY: The [play it to find out] goes [deleted] and Ico finds himself [we can't spoil it]. What a moment.

NATHAN'S FAVOURITE BIT

"The intro. It's perfect, because it places you in the same position as Ico – lost, clueless and intimidated by the scale of the castle. Then you meet the lovely Yorda for the first time. The two form a wordless bond and your quest begins. For no reason other than pure human kindness, you risk everything to rescue her. Beautiful. The fact that she speaks no English is a brilliant touch."

BODY TALK: Yorda's subtitles are written in a strange form of hieroglyphics. Play the game a second time to see what they mean.

ATTACK OF THE CLONES: The shadows are silent and have one thing on their mind – they want Yorda, and they want rid of you.

DAVE'S FAVOURITE BIT

"You're alone, you've no weapon and it could well be the end for poor little Ico. Or not, because you've found the [deleted for your safety], a giant [deleted] with the ability to open the special idol doors only Yorda could previously. Also, it dispels foes in [sorry]. Finally you have the power to take on the Shadow Queen."

I HAVE THE POWER: The closing hour of *Ico* is easily the most exciting. The pace suddenly quickens and the sense of urgency is heightened. Luckily you have the [deleted], but can you rescue Yorda in time? Well, you'll have to finish the game to find out, won't you? Go! Buy it now!

touching, poignant games ever made. If you don't, you're a mental. Simple as that. You might curse the fiddly combat, the relentless shadow monsters, the fact that Yorda sometimes goes mad and runs into danger and the slow-burning opening section, but there are a hundred more good points than there are bad. *Ico*'s flaws make it what it is, because without flaws there is no beauty, only blandness. Play *Ico* before you play 'sequel' *Shadow Of The Colossus* – it's the perfect companion piece. **Andy Kelly**

■ Ico *is re-released in February.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Graceful, dynamic platforming. – Sadly weak combat. But he *is* just a kid...	+ Gorgeous, minimalist and stylish. – They can be a bit washed-out at times.	+ Mesmerizing ambient sounds. – Utterly faultless. The perfect accompaniment.

LIFESPAN

Without any help, it'll take out about seven hours to complete. But there are extras when you replay, and they're ones you should see...

MINUTES

IT'S BETTER THAN...

PRINCE OF PERSIA

IT'S WORSE THAN...

GOD OF WAR

Absolutely essential. The saddest, most tragic story on PS2, but also an achingly beautiful one. *Ico* has the rare ability to tease out genuine emotion. Play it. Love it.

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INFOSTRIP

DETAILS
Developer: SCEI
Publisher: Sony
Players: 1
Memory Save: 319kb
Surround Sound: Yes
50-60Hz: Yes
Widescreen: Yes

PUBTALK
"*Ico* began life as a PSone game and the original plan was to give Yorda horns. Creator Fumito Ueda cites *Lemmings* as one of his fave games and wanted *Ico* to feel inviting to non-gamers."

GAMEPIE
20% Exploring.
5% Staring at the sun.
20% Running away.
50% Climbing giant men.
5% Crying.

GAMEFAX
PS2 Exclusive
Original
Platformer
Adventure

TRIVBURST
- 16 colossi – including towering giants, flying beasts and raging bulls.
- Complete the game to unlock Hard mode, with a reduced grip meter.

The MON£Y $HOT
The moment when you finally reach the colossus' weak point and his life is in your hands. It's a powerful, yet guilty, emotional inversion.

GLOW RIDER: The weak spots are initially hidden, but can be revealed when your sword is in range.

PSM2 GOLD AWARD

"THE MOST GRANDIOSE EXPERIENCE ON PS2"

SHADOW OF THE COLOSSUS

From the makers of Ico comes a brand new adventure. Now it's time to do battle with living breathing platforms.

S*hadow of the Colossus* has one of the greatest endings in history. Within days of its US release, internet message boards were hotly debating its meaning in posts spanning tens of thousands of words. But trying to define the magic of *Shadow of Colossus* is like trying to dissect a butterfly with pliers – words are simply too clumsy to isolate its delicate ethereal charms.

Yes, *Shadow of the Colossus* is shortly to be available in the UK and, with the re-release of *Ico* it forms a double act that no-one should miss out on. The two are brilliant by themselves but back to back they're sheer magic. While not directly linked (play and make your own judgement), they share a look, design and pacing that is 100% unique.

That said after the careful door, switch, platform action of *Ico*, *Shadow* is a game that consists of climbing hugely unsubtle 200ft beasts and plunging swords into their brains.

A BIT LIKE MARMITE

It's not for everyone. "How do you know where you're going?" "Why are you always doing the same thing?" The game follows a simple three act structure: 1) Search a sprawling field for monsters. 2) Die repeatedly trying to find its weak spot. 3) Murder it, get knocked out by weird black tentacles and magically reappear at the temple to start again. Find each monster by holding aloft your sword (press ◎), strafe around until the pad buzzes and ride in that direction. And so it goes. Sixteen colossi *must* be killed. But as you hover above a foe's weak spot, sword raised, you start to question the notion of killing in *any* game. But the chilling realisation is that you *have* to kill him to learn the truth.

The colossi deliberately subvert your knowledge of the previous monster's attack patterns and weak spots. One is tall, the next small. One lumbers, the next sprints. On occasions you'll clamber over the colossus like a mobile platform, in others you'll use fixed platforms as a weapon.

The downside? The frame-rate is only just acceptable, leading to muddy jumps and a jarring delay between button presses. Be prepared to make blind jumps at the risk of tumbling five screens, but it's the best-looking, most awe-inspiring experience on PS2. Like eating at an obscenely expensive restaurant, it's not always comfortable, you're never *quite* sure how to tackle the next course, but it's an experience you'll never forget. **Daniel Dawkins**

■ *UK release finally arrives in March 2006.*

HORSES FOR COURSES

Your only companion is your trusty steed, Agro, who boasts the best horse physics on PS2 – now *that's* a quote for the pack shot. His movement is staggering, with incidental whinnying neighs, random headshakes and a luscious mane that whips in the breeze. He won't *always* do what you want, but control is intuitive – whack ⊗ to gee him on, and pull back smartly on the Analogue stick to yank the reigns. He never gets tired, can perform small jumps and you can even stand on his back as you ride.

AGRO CULTURAL: What you can't see is how his mane ripples in the breeze – it's simply staggering.

OIL BE BACK: Impaling your foe causes an oily gush to surge from its body – it may as well be tears...

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Intuitive horse riding, innovative battles. – Controls are a little bit sludgy.	+ Staggering scale, aching sunsets... just stunning. – Frame rate lags, but *seriously*...	+ Heartbreaking strings, stirring orchestration. – Er, maybe a tiny bit quiet for some.

LIFESPAN
10-12 hours to finish, but huge scope for exploration, plus Time Attack and Hard mode to tackle. It's short, but deliriously vivid.
MINUTES ... YEARS

IT'S BETTER THAN...
KING KONG

IT'S WORSE THAN...
ICO

Not as perfect as *ICO*, but one of the most beautiful, heartbreaking, and imaginative experiences on PS2 which deserves to be played by *everyone* who loves games.

91

INFOSTRIP

DETAILS
Developer: Namco
Publisher: Sony
Players: 1-2
Memory Save: 118KB
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

QUESTION...
Which one of Namco's beat-'em-ups is going to be given a silverscreen adaptation in 2006? *Urban Reign*, *Tekken* or *Soul Calibur*?

PUBTALK
The smart arse thing to say down the boozer.
"Bruce Lee was never taught his famous 'One-inch Punch'. instead, he spied on the more advanced students at his Weng Shun Kuen school."

GAMEFAX
Beat-'em-up
Violent
Multitap
Hard

TRIVBURST
- 100 main missions to fight your way through
- 32 unlockable characters including Paul Phoenix from *Tekken*
- Four-player toe-to-toe action via the multi-tap

The MON£¥ $HOT
BOK! BOK! That's the sound of two assailants being taken down to Asphalt Town as you deliver a takedown with the effortless press of △.

PSM2 BRONZE AWARD

"NO PAIN NO REIGN"

URBAN REIGN

The pain in *Urban Reign* stays mainly in the game. Yes, the scrolling beat-'em-up revival continues apace...

You know what *Urban Reign* is? It's a Jet-Li film with more scrapping than dialogue. It's the impossibly swift yet brutal ass-kicking that you dream of dishing out when faced with an imminent shoeing. And, most importantly, it's a benchmark for scrolling beat-'em-ups. But while it's packed full of superior brutality, it's not quite perfect just yet. Let us explain.

This bout of street violence from Namco – the folk behind *Soul Calibur* and *Tekken* – provides a constant stream of slick choreographed pummelling of the highest order. But rather than confining you to tiny arenas, *Urban Reign* offers huge open environments, like grimy back alleys and underground car parks, to hone your fighting skills in. And you better believe these moves are stylish. Running up a bloke's chest, booting him in the neck and then nonchalantly taking out his buddy via a roundhouse kick to the temple oozes class. You'll love it. Even the simple task of back-flipping from a wall will raise a smug grin. You really can't help looking good while playing this.

Along with fluid techniques – like parrying a wrench across the noggin with a well-timed block – comes a selection of debilitating combos. You have to charge up your SPA (no not a Roman bath – Special Power Attack) with basic fighting moves. Then hold △ and ◎ with a direction to launch into one of four unforgiving combos or super moves. You can even pull off killer double-team attacks with your AI buddy, from two-man suplexes to straightforward 'you hold him, and I'll break his ribs' moves. You can even pass swords and bats

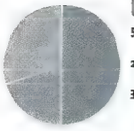
"BOOT A MAN IN THE NECK THEN ROUNDHOUSE HIS MATE IN THE TEMPLE"

I FOUGHT THE LAW AND THE LAW WON

It's no secret that Paul Phoenix and Marshall Law from the *Tekken* series make an appearance in *Urban Reign*. The well-known brawlers are an interesting choice of unlockable characters and it's almost worth enduring the century of missions just to play with them. But why didn't Namco go all the way and include the rest of the *Tekken* cast? Surely this is wasted opportunity? Don't get us wrong, we appreciate the cameos, but there are so many generic characters on offer here. It would have been far more fascinating to battle against foes with a bit of personality. Let's hope Paul and Marshall bring their mates next time, eh?

TOP 5 RUCK STYLES

- Wrestling
- Boxing
- Glassing
- Biting
- Running away



GAMEPIE

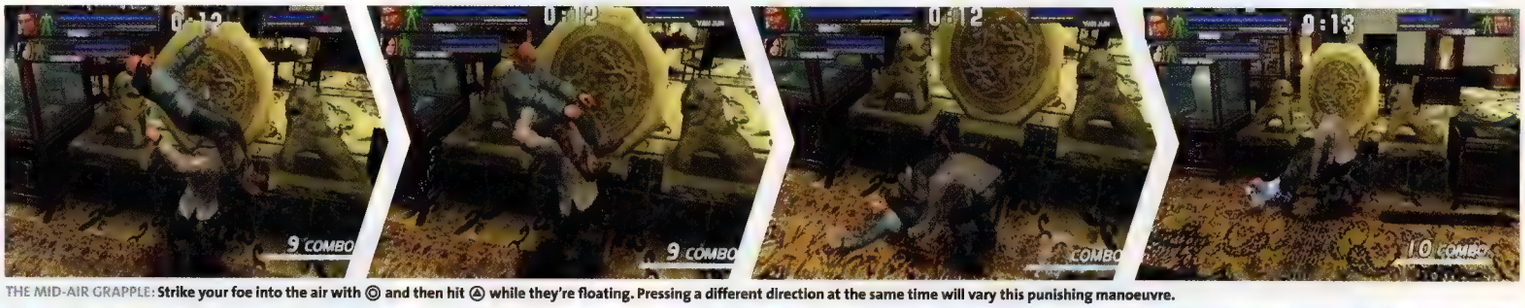
50% Punch, punch, kick combo.
20% Slick two-man takedowns.
30% Deflecting daggers with roundhouses.

ANSWER

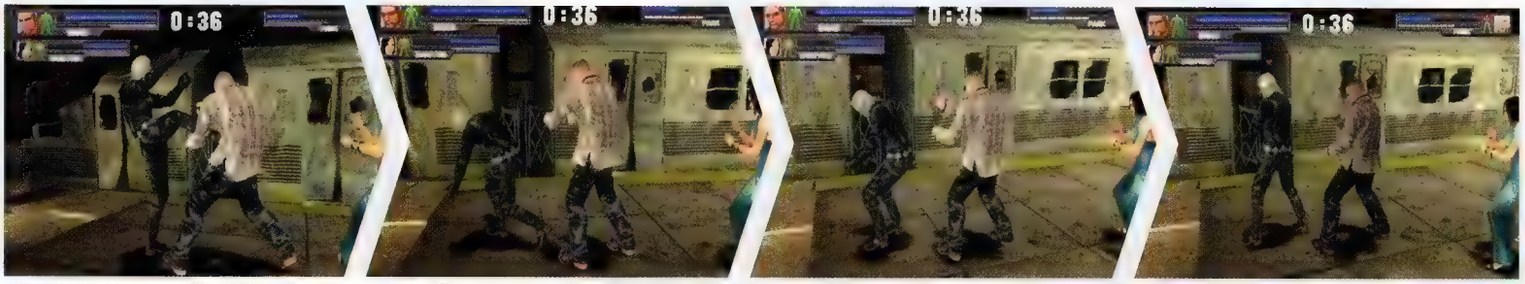
Tekken. The classic toe-to-toe scrapper is given the Hollywood makeover with director Charles Stone III at the helm.

FIGHT IN STYLE

Urban Reign **strips away the complicated sequences and replaces them with simple button presses. To defy the laws of gravity and perform aerial assaults that makes House Of Flying Daggers look like Songs of Praise, just check out these combos and how easy it is to do them:**



THE MID-AIR GRAPPLE: **Strike your foe into the air with ◎ and then hit Ⓐ while they're floating. Pressing a different direction at the same time will vary this punishing manoeuvre.**



THE REVERSAL: **It's easy to strike a bloke unconscious by battering ◎, but you're going to need some defence moves too. Just tap ◎ as your opponent attacks to turn the tables on them.**

THE EQUALISER: **Two enemies bearing down on you? No problem. Just tap Ⓐ when they're both in range and you'll send them to the concrete with a devastating combo.**

THE FLIP OUT: **A pursuing attacker will have the advantage as they close you down from behind but if you can press ⊗ and run up a vertical structure, you'll be able to flip over them and <ahem> take them roughly from behind.**

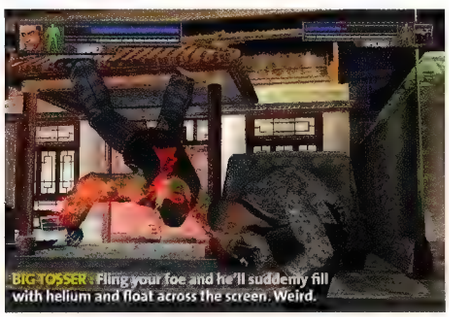
between the two of you. Great stuff. But unfortunately, then the fun stops. On mission 86, to be exact.

REMAIN THE SAME

With 100 core missions, the action becomes frustratingly tedious all too soon. While stomping the faces of all and sundry feels as great on mission 99 as it does on 12, *Urban Reign* suffers from a lack of ideas. For example, there's no need for the briefing screens before each fight, because it's clear from the outset you're just going to be punching people to pieces (although some stages involve taking out specific body parts – like upper body or midriff – to progress). And as said, from mission 86 – where you fight the colossal Golem – laziness seems to have crept in. He's twenty times harder than anyone you've already faced, making things totally unbalanced and annoying. The man-mountain then proceeds to leather you for about six more missions until the end. Rubbish.

But for all the obvious bentness of *Urban Reign* suddenly becoming tough as nails out of nowhere, it still keeps you hooked with a fearsome combat system lifted out of *Tekken*. There are loads of characters to unlock – including some familiar faces – and plenty of time attack and challenge modes. Plus you can kick the crap out of three mates in a multitap session. *Urban Reign* is a great example of how scrolling beat 'em-ups *should* work and, if there's going to be a renaissance in the genre (witness *The Warriors* and *Beat Down* so far), people could do worse than look here to see how things should be done. **Nathan Irvine**

■ Urban Reign *will be reigning from February 2nd.*



BIG TOSSER: **Fling your foe and he'll suddenly fill with helium and float across the screen. Weird.**

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Heavy-duty brawling. – Some fights are massively unbalanced and difficult.	+ Polished animations and weighty fight physics. – Wonky camera angles are a concern.	+ Thuds and thwacks sound nice and meaty. – Awful rock-metal soundtrack.

LIFESPAN

100 missions of straightforward whooping action is a lot to work through, but the repetitiveness will test your resolve.

MINUTES — YEARS

IT'S BETTER THAN...
MARVEL NEMESIS

IT'S WORSE THAN...
THE WARRIORS

A solid beat 'em-up. It's unbalanced and frustrating at times but, when the combat is flowing freely, then *Urban Reign* is hard to beat.

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INFOSTRIP

DETAILS
Developer: Marvelous
Publisher: 505 Game Street
Players: 1
Memory Save: 876kb
Widescreen: No
50-60Hz: No
Surround Sound: No

QUESTION...
What does 'Harvest Moon' mean anyway? I simply must know!

PUBTALK
The smart arse thing to say down the boozer.
"There have been 10 *Harvest Moon* games in total. It started life on the SNES in 1997 and has since appeared on Gamecube, GBA, N64, PSone and now PS2."

GAMEFAX
Original
Management
Strategy
Sequel

TRIVBURST
- Four unique girls to impress, date and eventually marry.
- Dozens of fruit and vegetable crops to harvest...
- Own and breed animals including cows and hens.

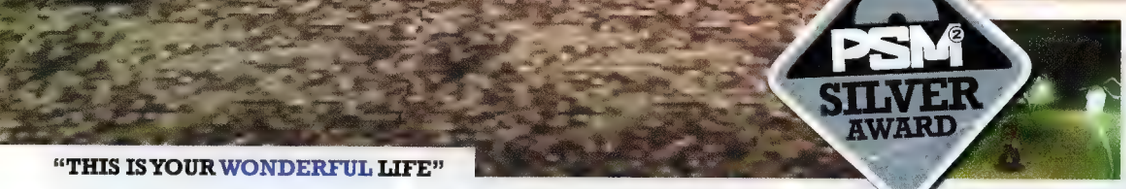
The MON£¥ $HOT
You start out with a single cow, but as the years go on, your farm grows into a money-hoovering empire with loads of crops and animals.

PEOPLE PERSON

Forget-Me-Not Valley is full of people to befriend. Among its residents are Murray, a down-and-out tramp who has names for the flies who buzz around his stinky ass; Takakura, who used to work at the farm before you took over from your father; Griffin, the owner of the Blue Bar who spends the day wandering around the town playing guitar and Van the merchant. As the years go on, everyone gets older, their attitudes change and some of them even leave the Valley. You really do get the feeling that you're living in an evolving community.

GIRL WIND: You have to impress girls with gifts and by chatting to them a lot. Sort of like real life, but a lot easier.

PSM2 SILVER AWARD



"THIS IS YOUR WONDERFUL LIFE"

HARVEST MOON: IT'S A WONDERFUL LIFE

SPECIAL EDITION

Forget crime and hip-hop – you'll be dealing with a very different kind of 'hoe' in *Harvest Moon*...

There are no gangsters on the *Harvest Moon* farm. No drug dealers, hookers, pushers or wiseguys. Instead of a crack brothel there's a chicken coop, and instead of plunging a hunting knife into the top of a pimp's head, you'll be plunging your spade into the cool, fresh soil and growing your own produce. And because it's such a change of pace, we love it. It's as challenging as *GTA* and there's just as much to do as there is in *True Crime*, but the difference is, it makes you smile. Not the sickly grin that comes with reversing over a tramp's head and throwing grenades into a busy city square, but a smile of *contentment*. The grass is green, the sun is shining, flowers are blooming and you're having a great time. It really *is* a wonderful life.

Don't be fooled. It may look like a game for babies, but it's obscenely complicated. In fact, there's as much to worry about in *Harvest Moon* as in real life. First off, you have to make the farm successful. To do this, you have to harvest the land, buy seeds, plant them, water them every day and, finally, sell them on the market. There are also animals to worry about. You have cows, goats, chickens, a horse and a dog that all have to be fed, looked after and, in the cow and chicken's case, milked and 'egged'. You start out with a single cow, but to make any real money, you need to buy and breed others. Oh, and you have to look after yourself too. Work too hard and your health will suffer, so make sure you're eating right. You can combine ingredients (fish, mushrooms, butter and so on) at the cooker in your house to create one of 30 recipes.

GREEN AND NOT HERD: During the day, let your cows graze in the field. Make sure you cut the grass.

FAMILY GUY

And it doesn't end there. Between the feeding and the milking and the ploughing, you also have to raise a family. To get the ball rolling, find yourself a girlfriend. There are four girls in Forget-

TOP 5 MOONS

- Phobos
- Europa
- Triton
- Deimos
- Alfie

GAMEPIE

40% Farming
30% Courting
20% Feeding
20% Fishing

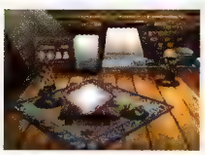
ANSWER

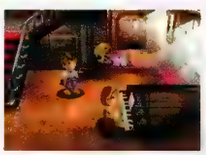
The Harvest Moon is the full moon that appears nearest to the autumnal equinox in September. It's also a Neil Young album.

A FISH CALLED WANDER: You can roam around the town freely, although some people don't like you being in their homes.

CREAM OF THE CROP: Growing a massive crop of expensive vegetables and fruit is really satisfying.

DOG OF WAR: Your pooch needs training and attention. Otherwise he'll get upset. Aww.





HOME SWEET HOME

There's lots to see in your valley and it changes with the seasons – weeds and flowers die and with winter comes snow. To the north there's a dig site (you can find fossils and things to impress Lumina – she loves curiosities), a villa (sometimes you find Murray wandering in here) and your farm. To the south there's the main town and Vesta's farm, your source of seeds and your main rival.

DUCK AND WEAVE: Later in the game, you can get a duck pond full of these fellas on the farm. You can't steal the turtle though.

Me-Not Valley (your town in *HM*), each with different personalities, and who are responsive to different methods of 'flirting'. There's nature-loving Lumina, Muffy (she's the simplest to get in the sack), Celia (get with her and you upset the town's other farm, a vital source of seeds and such, but nothing can stand in the way of true love, right?), and finally Nami, the sourpuss who's almost impossible to impress. Give a girl enough gifts and sweet talk and she'll marry you. She'll then move into your house (once you get an extension) and you'll have a child. And typically, you'll have to feed and entertain them along with the animals, giving you *even more* to do. It's insane – and, actually, does feel a little *too* much like hard work at times.

'super flower' that will impress any of the girls who list flowers as one of their favourite things.

We've barely even scraped the surface here. The immense depth of *Harvest Moon* is unlike anything else on PS2, although by its very nature it won't appeal to everyone. It's hugely slow-paced, demands untold patience and the cartoon-style visuals might put a lot of people off. Persevere, however, and you'll certainly reap the benefits. It's such a rewarding game and, when you finally settle into marital bliss, your farm growing and evolving around you, it's a really special feeling. Play this along with *Shadow Of The Colossus* and you'll remember how bloody lovely life can be. This tiny low-budget game has infinitely more charm and playability than a thousand rapper-endorsed crime sims. Forget the streets and take to the hills.

Andy Kelly

■ *Have a* Wonderful Life *right now.*

"PLAY HARVEST MOON AND YOU'LL REMEMBER HOW BLOODY LOVELY LIFE CAN BE"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Incredible depth. So much to do. – Slow-paced and initially daunting.	+ Nice weather and environmental effects. – Some distracting and inexplicable slowdown.	+ Pleasant music. – No voice acting whatsoever. Though you might like that.

LIFESPAN

Almost limitless if you're willing to stick with it. There are four girls to marry, each offering different plots. A massive game.

MINUTES ——— YEARS

IT'S BETTER THAN...
THE URBZ

IT'S WORSE THAN...
THE SIMS

A completely original idea, a lasting challenge and full of personality. If you can stomach the slow pace, *Harvest Moon* is pure sunshine gaming.

85

INFOSTRIP

DETAILS
Developer: Midway
Publisher: Midway
Players: 1-4
Memory Save: 167kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"The line 'Wizard need food badly', from the original 1985 *Gauntlet*, is the title of a song by Christian ska punks, Five Iron Frenzy."

GAMEPIE
60% Dull slashery
20% Hot cheese
20% Death in a chest

GAMEFAX
Action
Goblins
Sequel
Multitap

TRIVBURST
- The latest update to the ancient '80s game.
- Level up your characters' stats after every level.
- Up to four players in co-op mode.

The MON£Y $HOT
Here's the Warrior, mid-spell casting. He's a bit rubbish at magic, though. The Wizard's better for this sort of thing. You pays your money, etc...

SPELL GRINDING: "It's fun to stay at the YMCA!" Spell-casting can look faintly ridiculous.

PIG SICK: Here, Valkyrie takes on some rubbish pig-like creatures. Hold us back.

TUNNEL VISION: Wow, secret underground tunnels. This game has it all. Or perhaps not.

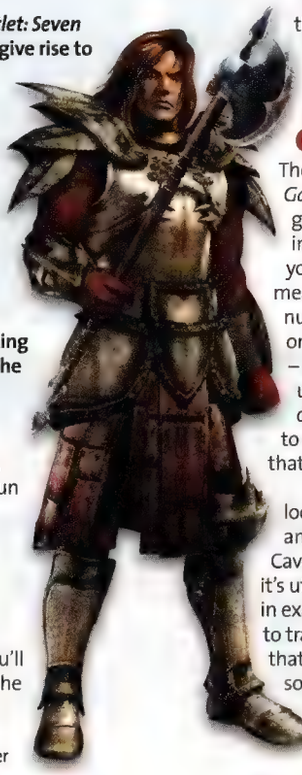
"SORRY? YOU WILL BE"

GAUNTLET: SEVEN SORROWS

The latest version of *Gauntlet* provides a whole raft of reasons to be particularly sorrowful.

As tedious as *Gauntlet: Seven Sorrows* is, it does give rise to some intriguing questions. Firstly, you pick up steaming chunks of food to regain energy – chicken, lamb, cheese. Yes, *steaming lumps of cheese*. Now, we're no dairy farmers, but we're sure that's not meant to happen. Secondly – why does Death live in a chest? (For more on this, see 'Chesty Coffin'.) And thirdly, why do they keep making *Gauntlet* games, yet fail to rectify the flaws that ruin the experience?

Seven Sorrows is a cripplingly dull hack 'n' slash job. Pick your warrior from a choice of elf, wizard, valkyrie or, well, warrior, and then run around hammering ⓡ until everything's dead. Oh, you might want to jab Ⓐ now and then for variety, or possibly be a bit extravagant and try out a few combos, but sellotaping down ⓡ would work perfectly well. Then you'll have a boss battle (against one of the seven sorrows of the title, who are the embodiments of seven guilty sins, or something). And then you do it all over again.



GENERATOR GAME

The main reason for this tedium is *Gauntlet*'s accursed 'enemy generators', which produce an infinite amount of baddies until you destroy them. What this simply means is that AI gets sacrificed for numbers, so that rather than taking on, say, four quick-witted monsters – like in *God Of War* – you just end up laying into about 12 mindless drones, breaking off now and again to slash at a glowing green portal that the enemies are spilling out from.

Other problems? It's drab-looking, for one. Unimaginative for another – cursed forests, you say? Caves? Mountains? Snore. And thirdly, it's utterly linear – you're pushed along in exactly the path the game wants you to travel. If you've got a problem with that, well, you'll just have to play something else. Actually, you *should* play something else.

CHESTY COFFIN

Every so often, Death himself will leap out of a chest and attack. What on Earth does he think he's doing in one of those? We had a quick word to find out.

"Cower, mortal! Oh, go on, cower! *Please?* Sigh. Fine. Oh, the chest thing? I just happen to find it comfy, that's all. I *am* the Lord of the Underworld, you know, I can do what I like. So 'ner'. Anyway, who'd expect me, Death, to leap out of a chest and chase them about like some sort of sex pest? OK, after the 17th time it gets a bit predictable, I admit, but hey, *I* like it. A quick blast of magic gets rid of me anyway. Now get out of my chest, your elbow's in my cheese."

CHEST A MINUTE: "Look! I jumped out of a chest! I, Death, truly am evil! I'm so pleased, I'm gonna do this for the *entire game!*"

In its favour, *Gauntlet: Seven Sorrows* does offer four-player co-op play via the multitap, which can be quite frenzied and good fun. But as a solo experience, it's empty, offering you nothing other than the chance to knacker your ⓡ button. *Gauntlet*, you see, is very old. *Gauntlet* is very tired. *Gauntlet* belongs in the past. And unless it's given some *very* major surgery next time out, that's where it should stay. **David Cook**

■ Seven Sorrows *is out on February 25th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ In multi-player, it can be quite fun. – Solo mode is little more than a dirge.	+ Graphics? Yes, it definitely has some of those. You can see them. – They're crap, though.	+ Foreboding narrative on the cut-scenes. – Generic sounds of slashery.

LIFESPAN
About 10 hours, should your will to live last that long. You might get some decent fun from multi-player. Possibly.
MINUTES — YEARS

IT'S BETTER THAN...
HE-MAN

IT'S WORSE THAN...
GOD OF WAR

No matter how fondly you remember 80s-era *Gauntlet*, you won't get much from this. It's a basic slasher with nothing going for it. Except steaming cheese.

40

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INFOSTRIP DETAILS
Developer: Red Octane
Publisher:
Players:
Memory Space:
Surround sound:
50-60Hz:
Widescreen:

QUESTION...
What's the longest we've guided Sonic Colours in one sitting?

GAMEFAX
Hard
Mum
Old school
Crikey!

The MON£¥ $HOT
Get Star Power going, and the on-screen 'hero' twirls his guitar round *SSX Tricky*-style. But how's he actually playing it when he does that?

PSM2 GOLD AWARD

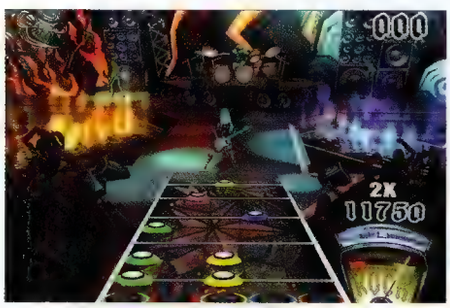
"I'M GONNA BE IN A BAND WHEN I GET TO HEAVEN"

GUITAR HERO

The best fun we've had with tricky fingering since... [this bit obscured on legal advice]

Somehow, it just feels right. To the outside world, sure, you're a man standing in the window of his flat, clutching a Fisher Price guitar and – because it's the weekend and there's nobody else in, OK? – wearing nothing but your favourite bed-shorts. In your head, though, you're a star. You're wailing on your cherry red Gibson, taking a soulful drag on a cancer stick and razzing out a solo that'll have the groupies queuing around the block. You're Alex Kapranos doing the Take Me Out leg kick. You're Lemmy, throwing back your head and bending notes like Uri Gellar bends spoons, You're Slash. You're Ozzy. You're pixie-fingered miserabilist Edgar Winter. Maybe – baby Jesus preserve you – you're even Brian May.

Guitar Hero isn't developer Harmonix's first foray into the rhythm-action arena. *Guitar Hero*'s actually almost identical to their previous titles *Amplitude* and *Frequency* – it uses the same scrolling-bar format, the same symbols, and it's just as freakishly difficult. The only difference is that now it comes with a guitar. Beating Konami's *Guitar Freaks* peripheral by a full two buttons (for a total of five, though you only use the last one in Hard and Expert modes), the guitar's a chunky plastic marvel. The strum bar can be flicked up or down – or alternated on fast solos – and has a pleasing, proper-guitar action. There's even a whammy bar for bending long notes. Crucially, there's also a 'tilt' function – with enough star power built up by nailing tricky riffs, lofting the neck to vertical doubles your points for each note. Testing among team PSM2 suggests that it's all a lot easier if you can already play a proper guitar, but getting to grips with the basics is easy enough for anyone to enjoy, with 'real' guitar techniques like hammer-ons and pull-offs coming as you gain confidence. As with a real guitar, it doesn't matter how many fingers you've got on the fretboard below the highest note you're playing – just one of the subtle details that makes all the difference when things get tricky. And crucially, the gameplay's note for note – every twang corresponds to something in the song, even when you make the leap up to the demonic Expert setting.



DON'T FRET

Of course, it helps that the song selection's exemplary. *Guitar Freaks* boasts a selection of tunes from J-pop to '80s floor-fillers, but *Hero* isn't about that – it's about rocking your face off. From strum-heavy Ramones numbers to tricksier tunes like Ziggy Stardust and Killer Queen, the one

STRUM ON, FEEL THE NOISE

Scoring in *Hero* works like this: every time you nail ten notes in a row, you get a multiplier on subsequent notes, up to a maximum of four times your score. The tricky bit is, some sections build up 'Star Power' when they're nailed perfectly – and once the star power's activated, it doubles your score again. Even if you nail a song – which we've done with I Wanna Be Sedated and I Love Rock And Roll – there's still room for creative scoring. Once that's done, there are the Hard and Expert modes to consider, where the game slings in an extra button and your brain shuts down with the complexity of it all.

CHORDS IN THE MIDDLE: Though Medium allows one finger to stay over each button, Hard demands this finger-placement.

STRUM AS YOU ARE: The strum bar can be rapidly flicked to both directions – essential for the really rapid-fire solos.

WAIT TO THE CHIEF: Technically you can press [redacted] to activate Star Power, but that's simply not the gentleman's way.

STRUM LIKE IT HOT: Getting your pinky over to the dreaded Orange button is the trickiest bit about Hard.

TRIVBURST | **DOT.NET** | **GAMEPIE** | **TOP FIVE PLUCKERS** | **ANSWER...**

- Licensed tracks includes [illegible] from Ozzy [illegible], Helmet, [illegible] and Queens Of The Stone Age
- [illegible] competition winners

www.guitarhero.com isn't the game's website. Instead it offers you the chance to buy sculptures of axe legends like [illegible] from Quiet Riot.

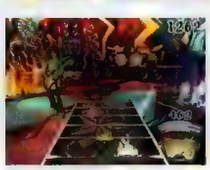
12% Rhythm
12% Vocals
41% Strumming
9% Pretending to smash the guitar on the floor

- Prince
- George Formby
- Bill And Ted
- Bernard Matthews
- The kid from Deliverance

Guns N' Roses' November Rain – the song [illegible] the longest [illegible] the top ten – coming in at eight minutes, nineteen seconds.

FRETS IN PRACTICE: Playing 'Easy' gives you the structure they need to get to grips with songs.

YOU TWANG, M'LUD? Advanced moves: you don't actually need to let go of Green when there's a gap.



DUELLING BANJOS

A word of advice: if you're going to buy *Guitar Hero*, do it properly and get two guitars – you're going to want another as soon as you play it, so why wait? With a brace of Gibsons, the music's neatly divided into call-and-response fragments, bringing the pair of you together on the strum-heavy sections for what can only be described as a festival of noise. It makes things a lot easier, and when you're both riffing off each other perfectly, the temptation to go back-to-back a la May and Mercury is near-unbearable. Although watching friends may think you're both arses of the highest order.

THUMBS UP: The synchronised Star Power wail – one of the most satisfying shared experiences two men can have.

constant is that everything on the track list is excellent *for the guitar* – most have easy, repetitive verses punctuated by devilishly fiddly solos. Though they aren't all songs you'd necessarily listen to in everyday life – even Milf baulks at sticking Helmet on his iPod – this isn't *Singstar*, and playing an embarrassing number isn't as difficult as doing the vocals. Along with the thirty licensed tracks come eighteen competition winners, including excellent tunes like Monkey Steals Peach and the superb Caveman Rejoice. You'll be perfecting the early tunes after three days' solid play, but later tunes require almost autistic levels of concentration and Mariachi-level skill. The only problems are in the presentation. The lack of a Practice mode is criminal, considering that some songs end with a breathtakingly fiddly bit that you have to play for three or four minutes just to mess up in seconds. The inclusion of a lefty option's very thoughtful, but how come you have to go right back to the options menu to set it up? And it's a shame there isn't some sort of handicapping system to let one person play on Easy while another tackles Hard – duets between beginners and virtuosos tend to get frustrating or boring very quickly. Bum notes aside, though, it's telling that *two* members of Team PSM2 decided they ought to buy actual, real electric guitars after extended sessions on the *Hero*, one got hand-cramp from spending three hours trying to finish Bark At The Moon on hard, and another woke up all his flatmates at nine o'clock on a Saturday morning playing Sum-41. With two players, it goes beyond fun into an almost Zen-like experience – the first time you both twiddle perfect halves of a solo and crash together for a stereo-perfect chorus is an experience comparable to pulling a perfect through-ball-20-yarder in co-operative *PES*. And a *Karaoke Stage* tie-in's surely on the cards, which we're confidently predicing will be the best thing ever. Outside, yes, you'll look pretty stupid. But inside, well, this'll really make you feel like a hero.

"OUTSIDE, YOU'LL FEEL STUPID. INSIDE, THIS'LL REALLY MAKE YOU FEEL LIKE A HERO"

Joel Snape

■ *Import* Guitar Hero *now. UK release TBC.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simple to learn but freakishly addictive. – No easy/hard option for two players?	+ Excellent layout – it's easy to understand. – The 'heroes' are a bit generic, really.	+ It really feels like you're playing the tunes. – Some of them seem to go on forever.

LIFESPAN

Thirty recognisable songs, plus fifteen from unsigned bands – but you *will* get sick of them after a solid few hours of play.

MINUTES ——— YEARS

IT'S BETTER THAN...
AMPLITUDE

IT'S WORSE THAN...
SINGSTAR

Harmonix say they want to give you – ordinary, untalented punter – the experience of playing music, and they've succeeded majestically. Terrific.

90

INFOSTRIP **DETAILS**
Developer: Sega
Publisher: Sega
Players: 1
Memory Save: 470Kb
Surround Sound: Yes
50-60Hz: Yes
Widescreen: Yes

QUESTION...
Where does the term 'Yakuza' come from?

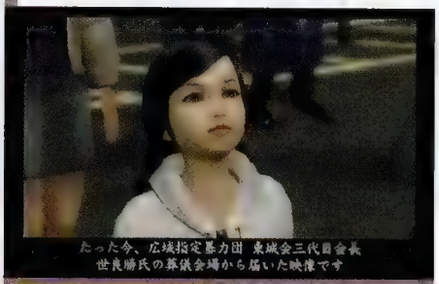
GAMEFAX
Hard
Violent
Jap Curio
Beat-'em-up

The MON£¥$HOT
Stunning. That's one word to describe the incredible amount of detail in this game. Just look at the gang of angry blokes in the background.

PSM2 SILVER AWARD

HOT PLOT

It's possible to work out the following about the plot: you're a man called Kirui who's taken a murder rap for his best friend and then been betrayed while in prison. The first order of business after ten years in chokey is the little matter of 100 million Yen gone missing, and the 'investigation' takes the following format: A) Choose random dialogue options, reloading if wrong. B) Hit people in the face. Some bits are tricky because of the translation issues, but you should be all right.



たった今、広域指定暴力団 東城会三代目会長
世良勝氏の葬儀会場から届いた映像です

enraptured by the sight of you beating a load of people up.

framed for the second time. Will he *ever* learn?

"NO, I DIDN'T MEAN 'GIVE THEM THE FINGER' LIKE THAT..."

RYU GA GOTOKU

"O-kane wa doko desu ka!" Or, to put that another, more aggressive, way... pipe in the face! Bosh! Bosh! Bosh! It's time to go crazy-mental, Tokyo-style.

Ryu Ga Gotoku might be the most heartbreaking game ever made. Its portrait of friendship, love, loyalty and betrayal might just be the most emotionally intense, beautiful story ever etched onto a PS2 platter. It *might* be, but we wouldn't know – GCSE Japanese doesn't quite cut it when it comes to the complexities of what actually happens in the plot. Instead, let's review *Gotoku* ('Like A Dragon' – cheers, Kodansha Kanji dictionary) for what it is – a fun-but-impenetrable game where you hit men with baseball bats, funeral urns and bits of pipe.

New gamers will probably dismiss *Ryu Ga Gotoku* as *GTA Goes Tokyo*, but that isn't quite right – it's actually a lot more like Dreamcast classic *Shenmue*, only more violent. Set in Tokyo's gangster-stuffed Kabuki-Cho district, it offers up some of the best environments you'll see anywhere. From vending machines to murky 'Snack' bars – they're the ones where you pay just to talk to ladies – every detail's tourist-pamphlet perfect, right down to the way the staff greet you when you walk into shops. There are hundreds of pedestrians, but – as in the '*Mue* – you can't just randomly beat them up. You have to jostle your way through crowds, hope a Yakuza takes offence, then wait for him to kick off a ruck. And you'll be doing that an awful lot, because – sightseeing aside – fighting's what *Gotoku*'s about.

Yes, it might be by the men who brought the world *Super Monkey Ball*, but *Gotoku*'s yet another of the breed of Japanese brawlers that's recently included *Beat Down* and *Urban Reign*. Combat's basic but brutal – there are two 'hit' buttons, one grab, a block, a (useless) taunt and about three combos. Hold R1 and press ⊗, and Kirui sways like a boxer. Hit someone enough and you'll flash

TRIVBURST

- Based on the district of Shibuya in Tokyo.
- Hundreds of people to chat to.
- Baseball, gambling and chatting-up-ladies minigames.

DOT.NET

www.yu-ga-gotoku.com is the official website for this game. It's entirely in Japanese and completely impenetrable to you and us, but it does have a nice swooshy background, so is well worth visiting. Maybe.

GAMEPIE

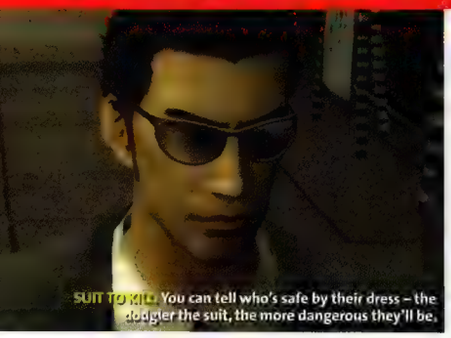
- 2% Flicking pachinko
- 3% Chatting to strippers
- 3% Messing around in batting cages
- 94% Hitting people

TOP FIVE GANGS

- Yakuza
- Bash Street Kids
- The Warriors
- Red Hang Gang
- Wu-Tang Clan

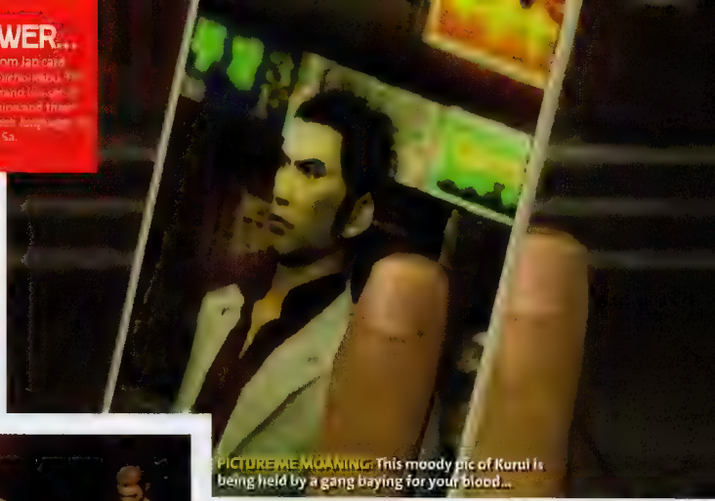
ANSWER...

Why, from Japanese game Gotoku Kabuki Wood Hand Groups of eight, nine and three. Or Ironic Jungle Ku and Sa.



SUIT TO KILL: You can tell who's safe by their dress – the dodgier the suit, the more dangerous they'll be.

BAR ROOM BLITZ: There's plenty of claret to be splashed around. Just look at this guy.

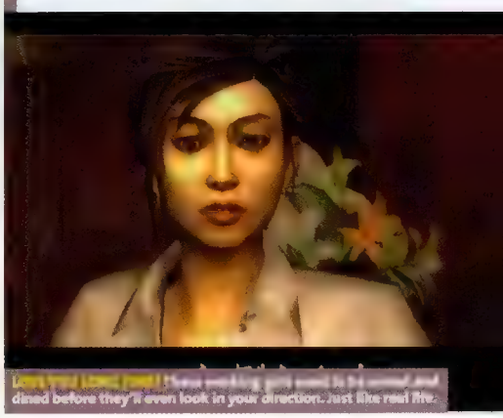


PICTURE ME MOANING: This moody pic of Kurui is being held by a gang baying for your blood...

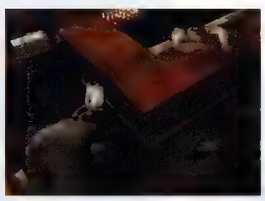
"I SAID 'FLEEZE' ASSHOLE": Time your attacks well with gun-toting gangsters because you'll be dead with one direct hit. Nasty.

AND RELAX...

As a hard-working Yakuza, Kirui has three minigame methods of chilling out – swinging for the fences down at the local batting cage, playing tinnitus-inducing slot-machine Pachinko, or chatting up strippers. The latter's actually a good intro to Japanese, and works a lot like (we'd *imagine*) real life: first you buy them the most expensive drink on the menu, then buy some fruit, then tell them they look younger than you think they actually are. It's easy! We're going to try it this weekend.

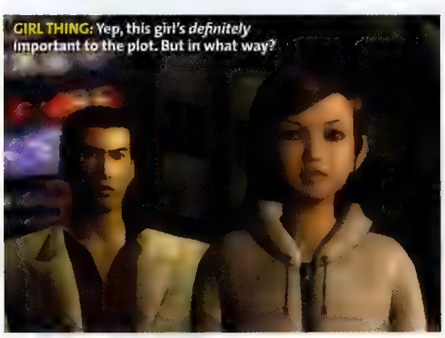


LOVELY LITTLE LADIES, PART I: These working girls need to be wined and dined before they'll even look in your direction. Just like real life.



"GOLF CLUB? ASHTRAY? LUXURY SOFA? ANYTHING CAN BE USED AS A WEAPON"

blue – that's your cue to drag them to a nearby bit of scenery and bounce their head off it. Basic, yes – but it gets interesting when weapons start to get involved. It starts simply enough – can you hit someone with that golf club? Paf! Yes. What about an ashtray? Clunk! Yes. The table the ashtray was on, maybe? Crunch! The fire extinguisher, the desk lamp, the *two-seater sofa*? Clang, crack, *boffo!* – yes, yes, and yes. Literally almost *anything* can be jabbed, swung or thrown in *Gotoku* – from mic stands to push-bikes. If you've seen Ong-Bak, picture the bit where Tony Jaa fends off the chair-flinging street fighter. It's like that – it'd seem slapstick if it didn't end with pools of blood on the floor. The impacts might not have quite the same weight as, say, *Def Jam's*, but there's a pleasing take-no-prisoners attitude – in later chapters you're thrown into scraps with gun-toting hoods where letting them getting a shot off means instant death, so you've no option but to bludgeon them senseless with a row of plastic chairs.



GIRL THING: Yep, this girl's *definitely* important to the plot. But in what way?

TURNING JAPANESE

Alone, this might not be enough to lift *Gotoku* above the beat-em-up herd, but it's impossible to dislike. For any fan of Takashi Miike's *Dead Or Alive* series, it captures the feel of a hyper-violent Yakuza war perfectly – within the first three hours, you've already beaten up a transvestite stripper, watched someone get his finger razored off, been framed for shooting a man through the eye, beaten a heavily tattooed fatso to death with an ornamental rock, fought a fork-wielding lunatic in prison and kicked off the mother of all rumbles at a funeral. You wear a guillotine-sharp suit, talk in a growl and hit people with bottles and – even only understanding one word in ten – it's impossible not to feel like a monumental badass.

There's something brilliantly Japanese about it all, too – instead of promising to come back 'strapped' with their 'homies', your victims apologise profusely for inconveniencing you and offer you wodges of cash. You make yourself little packed lunches in corner shops to top up your energy. You chat to girls for a laugh and run away from pimps when they try to beat you up. As the plot progresses, you make more contacts and open up your options, making strolling around a pleasant experience in itself. It isn't anywhere near as freeform as *GTA*, but the tighter focus allows for a more realistic experience. Of course, when the English version comes out it might turn out that the dialogue's a load of crap and the plot's absolute chutney – but you'll still be able to smack mobsters over the head with bar stools. And that's something anyone can understand. **Joel Snape**

Import this right now.

PSM VERDICT

GAMEPLAY

+ Like an advert for Tokyo's grottier district.
– So many rucks, it's like an RPGs random battles.

GRAPHICS

+ The violence is portrayed brilliantly sharply.
– The collisions aren't always collisions...

SOUND

+ Excellent dialogue, great rock music...
– But they could do with a bit more variety.

LIFESPAN

It'll probably last you about twelve hours – if you've got the internet handy for the unreadable bits.

MINUTES ... YEARS

IT'S BETTER THAN...

BEAT DOWN

IT'S WORSE THAN...

DEF JAM: FIGHT FOR NY

Brutal beat-em-up fun enlivened by some of the best attention to detail since *GTA*. The UK version's going to be in Japanese with English subtitles, right Sega? *Right?*

80

INFOTRIP

DETAILS
Developer: Neco
Publisher: Digital Jesters
Players: 1-2
Memory Save: 124kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"There are talks underway regarding plans for a Crazy Frog TV series. Christ. Still, it'll probably just about be better than OFI Sunday."

GAMEPIE
35% Why, God, why?
35% What have we done to deserve this?
30% Signing up to Jamster.

GAMEFAX
Driving
Official License
Stupid
Shit

TRIVBURST
- It's possible this is the beginning of the end.
- At least *Smarties Meltdown* looks like it might be quite funny.
- This certainly isn't.

The MON£Y $HOT
The Frog, as you'll know, rides *an invisible bike*, meaning the developers have been saved a graphics job. But it just looks stupid, really.

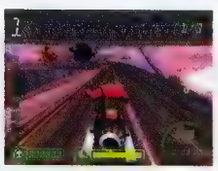
"FROG OFF"

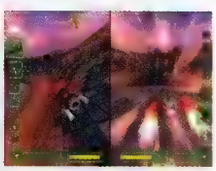
CACKY RACES

But of course, El Froggo himself needs opposition on the track, so *Crazy Frog Racer* comes with a variety of 'hilarious', 'wacky' characters. Witness Bobo, the clumsy ninja. He's 'brilliant'! There's Michel, the arrogant chef. He's 'hysterical'! And Grim, the blinged-up Death figure. He's 'an absolute scream'! We'd give anything to be friends with the people who designed these characters – we bet they're every bit as ace as the Doritos Friendchips gang and twice as sexual. Anyway, all these japesters' cars are supposed to handle differently, although in fact you'd be hard pushed to tell each vehicle apart once you're actually driving. But forget about that – it's *so* funny, you'll chuff buckets! Perhaps.

CRAZY FROG RACER

It's 'brand awareness' in software form! It's 'marketing synergy' on a disc! It's time to cry real, salty tears!





You probably long ago formed your own opinion on what *Crazy Frog Racer* would be like, and it's likely to be a pretty negative one. "Play a game about the *Crazy Frog*?" you'll have muttered. "I'd rather poke my eyes out and feed them to lions." And no matter how much we might now go on about how great *CFR* is, it wouldn't matter to you. We could be about to tell you its better than *Burnout Revenge* and worth 97%. But you wouldn't care. You'd be immovable. Impassive. Unflappable. And, as it turns out, correct. *Crazy Frog Racer* is utter rubbish.

OK, it's not *quite* as mutton as we'd all expected it to be – for a start, *that* tune only infests the menus and the seconds immediately before the races begin. The game itself is played out, aside from the rubbish engine noises, in *silence*. Way to get that adrenaline going, guys. But it's all just about competent (except for those bits where you'll fly off unavoidable humps in the track, go hurtling over the side and be penalised for something that wasn't you fault). However, there's one big problem – it's incredibly dull.

EAT DUST, LOSERS

Establish a decent enough first-place lead, for instance, and that's it – you'll never see any of the other racers again, no matter how badly you might perform afterwards. Similarly, get caught too far at the back and it's over. You can race your little amphibian heart out, but you'll never catch everyone up. And the game somehow seems geared so that one of the two will *always* happen. We can't recall a single race where we contested a tightly-packed battle that could have gone either way. And that's what racing games are supposed to provide. That all the tracks look the same – be they beach, city, sewer or hillside-based – doesn't help much either. Visually, *Crazy Frog Racer* is like a PSone game. Quite a *good* PSone game, but still...

There's not really any excusing this. It's dull, it's ugly, it stars 21st century commercialism's version of Scrappy Doo and it's got a Jukebox mode that doesn't even feature the Frog's 'classic' tracks – rather, a load of new 'cuts' that make you want to slash your knees. Honestly, in a world where even Crash Bandicoot has got himself a decent racing game, there's no reason why you'd ever play this. So don't. **David Cook**

Crazy Frog Racer is out now.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Well, it just about *works*... – But it's dull as the ditchiest of waters.	+ It looks quite nice... – ...or it would have done on PSone. But it isn't. So it doesn't.	+ Well, if you like the Frog, his Axel F theme is here. – None of his other stuff is though, oddly.

LIFESPAN
16 tracks is quite a lot, with some unlockable extra modes, but you'll lack the willpower to play for more than about half an hour.
MINUTES — YEARS

IT'S BETTER THAN...
OLSEN'S LICENSED TO DRIVE

IT'S WORSE THAN...
CRASH TAG TEAM RACING

Someone once said that every generation gets the heroes it deserves. What we've done to deserve Crazy Frog, we're not sure, but you can help by not buying this.

37

The Universe's greatest games mag has landed!

ON SALE 12th January!

2 free gifts!

Inflatable Sword!

PLUS!

Cool Games CD!

INFOSTRIP DETAILS
Developer: Level 5
Publisher: Square Enix
Players: 1
Memory Save: 176kB
Surround Sound: No
50-60Hz: Yes
Widescreen: Yes

QUESTION...
How many claws does a dragon have? Exciting question, we know.

GAMEFAX
RPG
Japanese
Sequel
Goblins

PSM2
GOLD
AWARD
The MON£¥ $HOT
We keep harping on about how good this is visually, but really... just look at the lush scenery – the trees, the waterfall... it's too much. Sob.
S
E
W
N

"SIMPLY THE QUEST"

DRAGON QUEST VIII:
JOURNEY OF THE CURSED KING

It's been very a long time since the last really good RPG. So the stage is set perfectly for something that's really very special indeed...

D*ragon Quest VIII* sounds like the sort of name your snide RPG-hating friends would make up when teasing you. "Off to play *Dragon Quest* are you? Bender quest more like", they'll say. "Why don't you play a real game? With Uzis in it." But they will never understand. They'll never know the unadulterated joy of taking your first steps in an RPG world map that you just know is going to consume your life for the next two long months. You'll smile and nod as your mates blabber on, all the while deciding whether to concentrate on Sword or Staff skills, and your nightly dreams will be conducted to the tune of perfect dungeon music. Yes, it's sad, yes it's probably not that healthy – yet anyone who loves games should be rubbing their hands with glee at the very prospect right now.

In the last 12 months or so, there's been a spate of RPG titles with long histories of success in Japan and the US making their European debuts. *Suikoden*, *Ys*, *Xenosaga* and the *Megaten* series have all made their PAL debut on PS2 recently, but you can't lump *Dragon Quest VIII* in as just another Japanese curio finally making it to these shores (coughing and spluttering as it throws itself down on the beach, exhausted....) *Dragon Quest* may be a name only vaguely familiar to you, but this is RPG royalty of the bluest blood.

Many of the stalwarts of RPG gaming were invented by *Dragon Quest* creators Yuji Horii and Akira Toriyama. They came up with the first world map vehicles, the first

"DRAGON QUEST MAY BE ONLY VAGUELY FAMILIAR, BUT THIS IS RPG ROYALTY OF THE BLUEST BLOOD"

TRIVBURST

- Loads of sidequests and mini-games.
- Hundreds of items and weapons to collect and create.
- Reload your last save to get a second ending.

DOT.NET

Head over to www.dracontan.com for the internet's finest dragon-based resources. Read all about the mythology behind the fire-breathing beasts, then, er, buy a baseball cap with a dragon on it.

GAMEPIE

30% Fighting.
40% Exploring.
20% Questing.
10% Staring at Jessica's chest.

TOP FIVE DRAGONS

- Bearded Dragon
- Frilled Dragon
- Komodo Dragon
- Chinese Water Dragon
- Puff

ANSWER...

The Chinese dragon has five claws, four in [illegible] three in Japan. They lost their [illegible] moved further [illegible] grew fewer as they travelled.

REALLY SPECIAL FX: Some of the special effects during battles truly are stunning.

ROLL OUT THE BARREL: You'll need one of your stronger characters to lug about items like this.

6 : Capsicum
Order by Type
All Monsters
EXP: 3
Gold: 3
Monsters Defeated: 7
Items Obtained: ???
Main Habitats:
Farebury Region
Description
A distinctive monster shaped like a pepper. In their culture, two is always better than one, so they stick together with the help of a large skewer!

UNSHEATH YOUR WEAPON: "Is that a sword in your pocket, or are you pleased to see me? Oh, it's a sword. Bum."

transforming final boss, the first examples of class hierarchy. We take all these RPG staples for granted now, but 20 years ago these guys were making it up as they went along. In the West, *DQ* may have taken a back seat to *Final Fantasy*, but in Japan *Dragon Quest* is a cultural phenomenon so significant that it's affected the law. For the last 16 years, no *Dragon Quest* game has been allowed to be released on a weekday after the unprecedented number of people who phoned in sick on the release of *DQIII* almost brought the country to a complete standstill.

DREAM DEBUT

Keeping its illustrious history in mind, there have been extremely high expectations of *DQ*'s PS2 debut – and every single one of them has been fulfilled. Taking the same team that created the previous games, and using *Dark Chronicle* developer Level 5 to bring the series into full 3D for the first time, has produced spectacular results. Every character, enemy, landscape and town is meticulously designed by Akira Toriyama (famed for the *Dragon Ball Z* series) and beautifully cel-shaded by Level 5. The attention to detail is even more amazing when you begin to get a feel for just how big the game is. There's a huge, seamless and sumptuous world to explore and you're charged with doing just that. Our nameless hero, a simple guardsman, must save the kingdom (of course) when the evil Jester Dhoulmagus steals a magical scepter and curses the Kingdom, leaving the land frozen in time and the King and his daughter turned into a hideous frog-like creature and a horse respectively. OK, so the story's not up

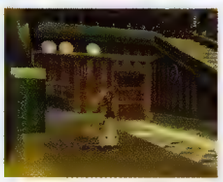
BEAUTY OF THE BEAST

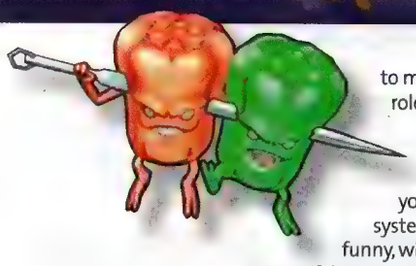
The variety of characters and enemies you'll meet in the game is exceptional. The character design was created by Akira Toriyama, famed comic artist and creator of *Dragon Ball Z*, and character artist on the *Dragon Quest* series for 20 years. Well-loved enemies from previous *DQ* games put in an appearance and each enemy has a wide variety of animations for battle.

LUCKY LUCAS: This jailcat [illegible] this jailcat who appears to be licking his naughty bits. Nice.

SUNSET IT UP It's almost as beautiful as a real sunset. But you don't have to go outside to see it. Result!

NO CELL OUT The cel-shading really suits the characters. It all looks blooming lovely.





to much but who cares? This is role-playing at its finest.

As you make your way across continents chasing down the evil Dhoulmagus, you'll find the turn-based battle system is rock-solid and often funny, with enemies having a wide variety of designs, attacks and attitudes. Sometimes an enemy will be sleeping when the battle starts, or not paying attention. There are, however, only the basic four characters in your party to play throughout the game. Besides our silent and nameless hero, there's your beefy sidekick Yangus; Angelo, a less than noble Templar knight, and Jessica, a fiery young woman who's forward in, erm, every way. Each has a unique ability, which you can spend skill points on to gain, such as Yangus' Humanity and Jessica's Sex Appeal. Fortunately, you won't be spending all your time messing about in menus during battles, as the system has been simplified greatly from previous games in the series – but don't think this means you can just attack your way through every encounter, as you'll have some impressive AI to contend with. Enemies will heal each other, call in friends to help them out and boost their attacks by saving up turns to increase their tension level. You have this same ability to increase your characters' tension when you 'psyche-up', and it can often be an important tool to unleash massive attacks on boss characters.

The game's focus, though, is aimed squarely at exploration rather than scrapping. There are tonnes of sidequests, treasure hunts and mini-games that will take you to far-flung lands, through deep dungeons, over mountains and across the sea to tiny islands. You can create items using a fun alchemy system, spend hours taking your chances at the casino, collect mini-medals for great rewards doted around the world and unlock all sorts of costumes and weapons.

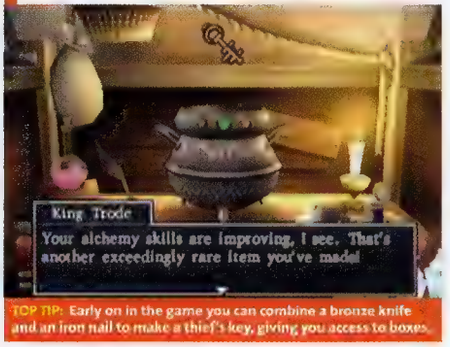
"TRAVEL TO FAR-FLUNG LANDS, DEEP DUNGEONS, OVER MOUNTAINS AND ACROSS THE SEA TO TINY ISLANDS"

REBORN IN THE USA

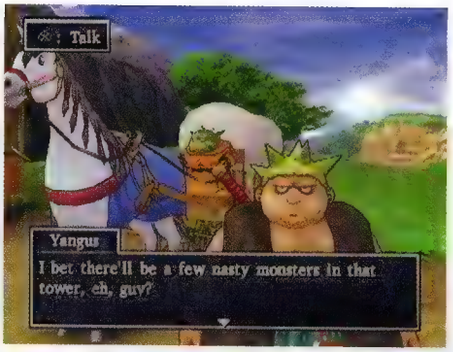
The US version has been beefed up considerably from the original Japanese game. There's an

ALCHEMY-HOLIC

The item creation system in *DQ VIII* is simple fun, and you can waste hours messing about with it. Just stick a couple of items from your inventory in your alchemy pot, leave them to simmer for five minutes and bingo! – you've got a big, pointy, shiny sword. We'd like to see Jamie Oliver do that.



TOP TIP: Early on in the game you can combine a bronze knife and an iron nail to make a thief's key, giving you access to boxes.

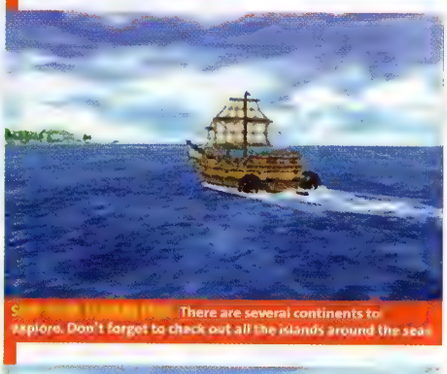


AXE AND PADDY: Technically speaking, does a dragon really need a big bloody axe? It breathes fire, for the love of Usher.

I CAN SEE FOR MILES AND MILES

The map has no loading times. It's one massive seamless world. Every hill you can see is climbable, every valley can be explored. Various forms of transport are available, but the real joy of the game is exploring every nook and cranny to find hidden dungeons, caves, treasure chests, secret bosses and towns and villages that you might otherwise pass right by.

See those mountains? You can stroll all the way over there, if you like. There's a huge world to explore.


There are several continents to explore. Don't forget to check out all the islands around the sea.

See. Here you are on an island. Wow, eh? There's no dragons here, though. Where they at?

improved menu, with the addition of a battle log recording all the monsters you've fought and items collected. The fantastic orchestral soundtrack adds much to the feel of the game and the full voice-overs are superb, with a wide variety of (mainly British accents) being adopted. We may even see more changes again before the game is released in PAL territories – such as additional bosses and dungeons – if previous Square Enix releases are anything to go by. Let's hope so.

"THE SIZE, SCOPE, BEAUTY, AWE-INSPIRING SOUNDTRACK AND SHEER VARIETY IS JUST TREMENDOUS"

The story might be a little on the simplistic side, and the outcome of the battling can sometimes be too predictable but the vast size, scope, breath-taking beauty, awe-inspiring soundtrack and variety of gameplay makes *Dragon Quest VIII* a tremendous marriage between the best bits of the sublime *Dark Chronicle* and legendary *Final Fantasy VII*. Yes, it's that good. As much as PSM2 would love to see the release of *DQVIII* bring the UK to a standstill the way it has in Japan, it's sadly not very likely. But for those of you who like their games with princesses and without Uzis (and we know there are some), maybe you should book some time off work – because once you've taken those first few steps into this RPG world you'll be lost to the real one until the final boss bites the dust. **Kirsten Kearney**

Can your machine play foreign games? If so then import Dragon Quest VIII *now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Varied, solid battling and exploration. – Needs patience to see all there is on offer.	+ Beautiful landscapes, detailed characters. – Maybe seems a little cartoony to some.	+ Spectacular orchestral score throughout. – The drama of the music can be overwhelming.

LIFESPAN

There's 150 hours here including sidequests. The massiveness of the game is matched by its ongoing diversity. Astonishing.

MINUTES

IT'S BETTER THAN...
SUIKODEN IV

IT'S WORSE THAN...
DARK CHRONICLE

This is a near-perfect RPG. Huge, beautiful with exciting and engaging quests and battles. Import it now if you can play US games or wait until May for a UK version.

90

INFOSTRIP

DETAILS
Developer: 2K Sports
Publisher: 2K Games
Players: 1-4
Memory Save: 194kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Norway have won more medals in the Winter Olympics than any other nation – a whopping 263, including 94 gold."

GAMEPIE
30% Virtually freezing your dangly bits off.
60% Skidding 'n sliding.
5% "No snowboarding?"
5% "This bobsleighing lark is quick."

GAMEFAX
Sports
Official License
Multi-tap
Realistic

TRIVBURST
- Officially licensed with photo-realistic venues.
- Compete in eight wintery events, including bobsleigh and ski-jumping.

The MON£Y $HOT
The reality of bombing down a mountain on skis scares the crap out of us, but here it's super-quick and, thankfully, painless. Phew, eh?

SKI-JUMP QUEST: The simplest of the disciplines is the ski-jump. Soar to glory.

LYCRA BAT OUT OF HELL: Keep your rhythm steady to fly through the speed-skating event.

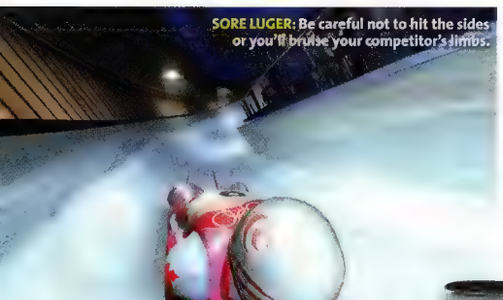
"SNOW POINT **PLAYING THIS ONE**"

TORINO 2006

Brilliant. Snowboarding and ice hockey all in one game... erm, hang on a second. Where are they?

It's strange that the officially licensed game of the upcoming Winter Olympics has managed to miss out the more interesting disciplines of sub-zero sports. So if you were hoping to skip about on the ice like Torville and Dean (and let's face it, don't we all?) or blooden a goalies face with an ice-hockey puck hit from point-blank range (likewise) then think again. Instead we're left with bloody cross-country skiing and the biathlon, damn it. But let's hit the slippery slopes and see how it goes.

You can expect the same sort of bombastic presentation ever present in 2K sports titles, but this time round it feels drab and less enthusiastic – adding to the already dull proceedings. However, on the slopes things are – sometimes – fairly exciting. The skin-rippling speeds of the Super G downhill event are demonstrated well as you time your carves to perfection and avoid a faceful of gate or barrier. Even the tedious task of – urgh – cross-country skiing manages to capture the real sport in all its drawn-out glory. Although it does feel more like you're driving a man-shaped car with ⊗ than actually skiing, so leaden is the movement. In fact, many of the winter sports are well represented here, especially the bum-squeakingly fast luge and bobsleigh. But really – no ice hockey? No snowboarding? Madness.



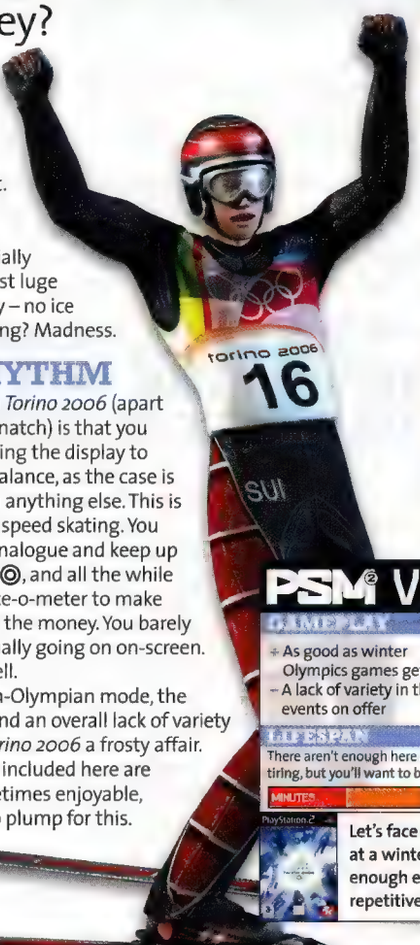
SORE LUGER: Be careful not to hit the sides or you'll bruise your competitor's limbs.

GOT NO RHYTHM

But our main gripe with *Torino 2006* (apart from the lack of events, natch) is that you spend more time watching the display to keep your rhythm – or balance, as the case is with ski-jumping – than anything else. This is especially the case with speed skating. You have to steer with the analogue and keep up the tempo with ⊗ and ◎, and all the while you're staring at the pace-o-meter to make sure your presses are on the money. You barely even look at what's actually going on on-screen. It really doesn't work well.

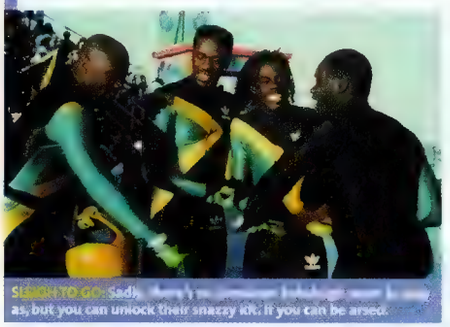
Without a create-an-Olympian mode, the said lack of disciplines and an overall lack of variety or excitement makes *Torino 2006* a frosty affair. Even though the events included here are relatively slick and sometimes enjoyable, there isn't any reason to plump for this. After all, nobody really cares about the winter Olympics anyway. Except possibly Norwegians and Eskimos. **Nathan Irvine**

■ *Torino 2006 skis into shops from January 27th.*



WHAT YOU SLEIGH? NO JAMAICANS?

Apart from rubbish ski-jumper Eddie 'The Eagle' Edwards, the only interesting thing ever to happen at the Winter Olympics was the story of the Jamaican bobsleigh team. They even made a film of it – Cool Runnings. Anyway, sadly you can't even represent them in the game and recreate their tear-jerking crash just as they looked as though they may get a medal. But you can unlock their kit if you perform a perfect start on the bobsleigh run, which is almost impossible and ultimately not worth it. No John Candy either. Boo.



SLEIGH TO GO: Sadly, [illegible] as, but you can unlock their snazzy kit. If you can be arsed.

GUNS DON'T KILL PEOPLE, SKIERS DO: Well not really, but they sure can shoot the crap out of tiny targets.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ As good as winter Olympics games get... – A lack of variety in the events on offer	+ Animations give a real sense of speed. – Some of the scenery looks lifeless and drab.	+ Realistic sounds of snow and ice being carved. – Lame commentary is massively repetitive.

LIFESPAN
There aren't enough here and the ones that are quickly become tiring, but you'll want to break your own records for a while.
MINUTES — YEARS

IT'S BETTER THAN...
EYETOY: YETISPORTS

IT'S WORSE THAN...
SSX ON TOUR

PlayStation 2

Let's face it, this is a pretty soulless stab at a winter sports game. There aren't enough events and it quickly becomes repetitive. Skip this one.

57

INFOSTRIP

DETAILS
Developer: Genki
Publisher: Konami
Players: 1-2
Memory Save: 121kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEFAX
Racing | Stupid | Budget | Hard

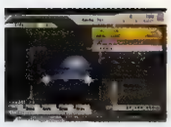
DOWNHILL STRUGGLE: It's not exactly *GT4* in terms of graphics. Or handling. Or anything really.

ZONE OF FENDERS: As the roads are so narrow, get in front and keep blocking

"RACE FOR THE PRIZE"

KAIDO RACER

More racing, but with added barminess.



HEAVY DRIFTING: You're awarded points for drifting round corners. It's ever so 'exciting'.

Curious' is the best way to describe *Kaido Racer*. Very curious. It seems like the development team have sat down and, instead of hand-picking a few good ideas, have poured the whole lot into the game – much like a child does with cereal when they're looking for the toy. One idea they didn't come up with, though, was when to set the game – it's set in the year 20XX.

And in the year 20XX, there's a massive street racing community in Japan that use the mountain roads as their playground. And we really mean community, as this game isn't about meeting anonymous racers on street corners – here you have emails coming in, messages to deal with and even forums to read. Yes, you get to lurk on forums reading what AI drivers get up in their spare time. But sadly you can't 'pwned' anyone or slyly questions their sexuality.

As for the actual racing, it's OK – neither troubling *GT* for realism nor *Burnout* for thrills. It's just an easy ride. In fact, in testament to how forgettable the driving is, all you come away from *Kaido Racer* with is unanswerable questions. Why do you have to challenge racers in parking lots, as though you were looking for sexual favours? Why is your car referred to as your 'partner'? And why does the menu music sound like it's being piped out of Jamiroquai's bathroom? Like we said it's all very curious. Just not very good. **Dave Harrison**

■ Kaido Racer *is out now.*

PSM² VERDICT

An average driving game, but one that will linger in the memory for being so damn odd, rather than because of anything to do with the racing.

5.3

INFOSTRIP

DETAILS
Developer: XPEC
Publisher: Namco
Players: 1
Memory Save: 89kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
For Kiddies | Platformer | Easy | Stupid

MS DYNAMITE: One of Kitty's main enemies are running sticks of dynamite. Evil things they are too.

COLOUR BLIND: It's more colourful than an explosion in a rainbow factory.

"NOT QUITE A TOP CAT"

HELLO KITTY ROLLER RESCUE

Bad cat? Good cat? Well, a sort of OK-ish cat, as it turns out. But can kittens really ride on roller skates?

Yes, we know. You're looking at the screenshots and you're thinking, "I'm a tall, muscular, stridently-heterosexual adult male. I like manly pursuits like drinking yards of ale, hunting deer and bare-knuckle fighting in the Co-op car park. What interest do I have in a Hello Kitty game?" And the answer to that is, well, probably none. But that's not to say *Hello Kitty*'s bad. It's actually quite good. No, really.

It's certainly colourful. Colourful to the extent that your retinas will throw up their hands in horror before squelching away in surrender to live somewhere blissfully dark like Wookie Hole. And it's definitely cute. Show us a man whose heart doesn't melt even slightly at Kitty's button eyes and we'll show you a soulless vacuum of despair. The game itself? That takes the form of lots of tiny, bite-sized missions set around the Kitty universe – in her village, the amusement park, the supermarket, the slaughterhouse (OK, not that one, maybe) – and generally concern rescuing her friends from evil-doers. This you do by whacking them with your magic wand, jumping about some platforms, finding keys to open locks and flicking the odd switch. Dead basic, in other words, but not without its charm.

There are even boss battles – fire a load of cannons at a train, for instance, or leap on top of a massive tank and dole out some feline justice to the driver. And it's all quite good fun, if a bit... *trundly* – Kitty is *slow*. Slow like a cheetah with its legs cut off. This despite her roller-skates. But ultimately, it's probably all a bit 'kiddy' for most of us. As a present for you little sister, however, *Roller Rescue* is ideal. **David Cook**

■ Hello Kitty *is out now.*

PSM² VERDICT

Far too basic, to be frank, but it's for the littluns, innit? *Hello Kitty* does exactly what it sets out to achieve, and deserves praise if only for that. Not too shabby.

5.9

INFOSTRIP

DETAILS
Developer: Tecmo
Publisher: Take 2
Players: 1
Memory Saves: 360kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEFAX
Horror
Action
Sequel
Hard

TRIVBURST
- Three playable characters, each with their own plot
- Collect over 40 ghosts with your camera
- Hours of lush cut-scenes

The MON£¥ $HOT
Playing as pretty girls in revealing casualwear makes a change from sad-looking blokes clutching bits of wood. Even the ghosts are sexy.

PSM2 BRONZE AWARD

"FRAME ACADEMY"

FATAL FRAME 3 THE TORMENTED

The third best horror photography collect-'em-up on PS2. Now *there's* a quote for the box...

If *Silent Hill* is The Shining then *Fatal Frame* is Halloween – good, but nowhere near as stylish. While Konami's masterpiece can scare you with the simplest of things (a flickering light bulb or a writhing flesh bag), *FF* uses traditional fare to tease out the chills – namely, ghosts. Mind you, these are damn vengeful ghouls, with blood streaming from their eyes and a serious bone to pick with the living.

And the bad news? Your only line of defence against these creeping spectres is a rusty old camera. But luckily, it's a magical Kodak (well, *possibly* a Kodak) with the ability to dispel spirits, so instead of swinging a bit of plank at them for five minutes you point, click and watch them fade. Well, with some effort. Stronger ghosts need a few flashes to die and, being spirits, they can disappear and fly around the room. You can cause more damage by snapping just as they lunge at you, but the risk is obvious.

Makes for some good snaps, though, and you're awarded points for how well you frame them and how close you are. The photography extends beyond combat though – periodically a spook will materialize ominously, giving you a few seconds to take a pic. Catching them wins points and they're added to a library that you'll find yourself obsessively trying to fill.

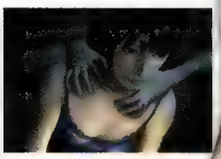
DREAM COME TRUE

The setting will be familiar to anyone who's ever watched a Japanese horror film. It's subdued, elegant and completely schlock-free, which is refreshing in this climate of overblown Hollywood madness. The game revolves around a hub (the character's flat), and you access each level by going to sleep. Each stage is a dream sequence, which actually disrupts the narrative flow, but is otherwise interesting, even if *Silent Hill 4* already explored the idea.

Fatal Frame 3 may lack polish, but it's playable with no major flaws, but unremarkable in light of similar titles. It's also inferior to its predecessors, which we really didn't expect – the modern-day setting and fractured storytelling have done the series no favours. **Andy Kelly**

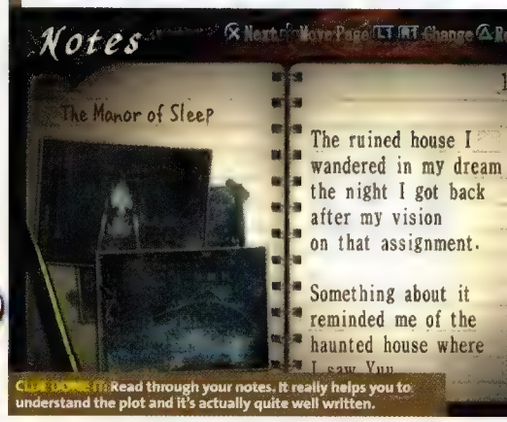
■ *Import* Fatal Frame 3 *now.*

TATS MAGIC: This creepy tattoo-covered lady is the mysterious cause of all your problems. Who is she?



FACT HUNT

As well as plodding around haunted buildings, you also have to gather evidence to unravel the plot's many mysteries. *Resident Evil*-style papers make up the bulk of this, but your notebook also holds info on every level, character and event, even detailing the grisly back stories behind the areas you visit. Fans of the *Fatal Frame* series will also spot references to the other games, the most obvious of which is the history of the Camera Obscura. (A dark room (or box) with a tiny hole in it, the light from which projects an image of the outside world onto the wall, upside-down. Just so you know.)


Notes
The Manor of Sleep
The ruined house I wandered in my dream the night I got back after my vision on that assignment.
Something about it reminded me of the haunted house where

CLUE DOME IT: Read through your notes. It really helps you to understand the plot and it's actually quite well written.

READ IT AND CREEP: Some of the ghosts are genuinely quite upsetting to look at.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The camera combat system is superb. – Why do the characters run so slowly?	+ Rich in detail and ultra-stylish. – Stunted character animation.	+ Excellent sound design. Really atmospheric. – Some truly laughable voice acting.

LIFESPAN
Your average ten-hour trawl, but collecting every ghost will take a few plays. Lengthy for the dedicated.
MINUTES — YEARS

IT'S BETTER THAN...
CLOCK TOWER 3

IT'S WORSE THAN...
SILENT HILL 2

An enticing twist on the horror genre makes *Fatal Frame* worth playing, but if you're new to the series we suggest you play the second game instead – it's better.

79

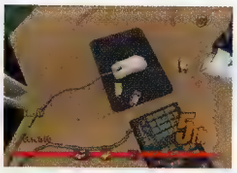
INFOSTRIP

DETAILS

Developer: Data Design
Publisher: Metro 3D
Players: 1-2
Memory Save: 37KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Driving | For Kids | Budget | Shit



"WE PREFER MINI CHEDDARS"

MINI DESKTOP RACING

Ever wanted to race around an office in some tiny Minis? Are you mental?

There's always been something quite endearing about racing games that inhabit the world of the small. It all stems from *Micro Machines*, and the despair we felt at our tiny car slamming into a spoon or a salt cellar. There's not enough being angry at condiments in games these days. But there's nothing in the least bit charming about this niggly, badly put together waste of time.

As the title suggests it's a racing game in the mould of *Micro Machines,* but in Minis and set in an office work space, which means all the tracks are made of folder, rulers, pencils and so on. Yes, how very exciting.

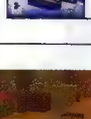
This stationary-obsessed racer could still have worked if it was fun to play, but boy, it isn't. Every near-identical course is full of awkwardly positioned obstacles, which would be fine if it brought some challenge to the experience rather than pure hatred and anger.

It's just plain annoying. When you crash into the same damn hole punch for the fiftieth time, it invokes a rage so primal, it drives us berserk. It should never be allowed to fall into the hands of Wayne Rooney – for the sake of humanity.

Also it's badly put together, with will-to-live challenging loading times and some stupefying slow down. Christ in a Mini-Cooper, all it's got to deal with is a few badly rendered A4 folders. Throw in the fact there's no weapons and that when you crash you're often put back on the track ahead (*ahead!*) of the opposition, and we can only describe *Mini Desktop Racing* as a joyless piece of crap. And that's being kind. Avoid like you'd avoid, ooh, Paul Danan. In a mini. **Dave Harrison**

■ **Mini Desktop Racing** *is out now.*

PSM² VERDICT



This is a game that thinks driving into overly large stationary is fun. *Mini Desktop Racing* is as good an idea as having a 'Ministry' for 'Mayhem'.

43

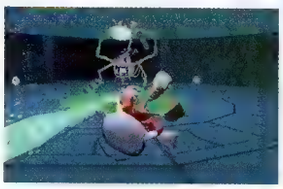
INFOSTRIP

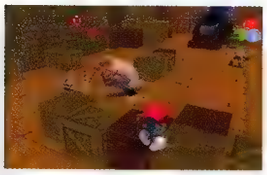
DETAILS

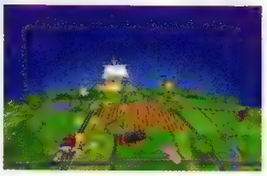
Developer: High Voltage
Publisher: Take Two
Players: 1
Memory Save: 38KB
Widescreen: No
50-60Hz: 50
Surround Sound: No

GAMEFAX

For Kids | Platformer | Budget | Shit







"THE KIDS AREN'T ALL RIGHT"

CODENAME: KND: OPERATION V.I.D.E.O.G.A.M.E

Not so much a V.I.D.E.O.G.A.M.E, more a T.O.R.T.U.O.U.S A.N.D H.E.L.L.I.S.H T.E.S.T O.F P.A.T.I.E.N.C.E

For those who no longer order Happy Meals, the Kids Next Door might take some explaining. It's a popular cartoon about a group of under-13 special agents that battle the forces of adulthood, who mercilessly try to enforce getting a decent education and eating correctly. The bastards!

As for the game, it's a 3D adventure split between the various operatives in the KND, who are called Numbuhs One to Five – so obviously Numbuh Two gets a lot of stick. Each operative has their own particular skills, which means the game includes platforming, shooting, puzzle-solving, boss battles and some on-rail sections. And while there's nothing too surprising about the challenges, there are some quirky, almost interesting, ideas to discover. 'Almost' being the operative word here.

See, even though this has the potential to be an engaging kiddy platformer, it quickly becomes an experience that can only be described as nightmarish, partly due to a camera that makes the simplest jump a test of hand eye co-ordination and an exercise in frustration, anger and despair. Which, in turn, means having to hear the same voice samples again and again as you repeat the same task over and over.

Then add in the garish colours, the obscure objectives and that frikkin' swirling camera which would test the sea-legs of Captain Birdseye, and you're left with a game that will leave you nausous, delirious and panicky. *Codename KND* is a waste of time. A clip round the ear is more beneficial to kids than this. **Dave Harrison**

■ **Operation V.I.D.E.O.G.A.M.E** *is out now*

PSM² VERDICT

Don't buy this for any younger relative, get them a bag of sprouts instead – they're healthier and less likely to make them puke all over the place.

33

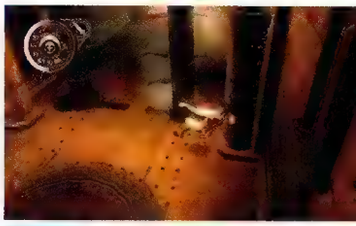
PSM2 BRONZE AWARD

The MON£Y $HOT

You'll need a head for heights to get anywhere in Prince of Persia. Be prepared to mount giants and climb mountains. One slip and it's all over.

DO THE TIMEWARP. AGAIN

Thanks to the talisman he nabbed at the end of *Sands Of Time*, our man is still able to muck about with time. Handy news if Farah storms in and catches him in her underwear drawer. What this means for you in battle is, as long as you've got at least one segment of sand in your talisman (available in dead corpses up and down the land), if you've been sliced in half or tumbled onto some spikes, you can simply rewind time back to when you were in one piece and carry on your merry way. Time warping also gives access to a flurry of attacks, including a Max Payne-style bullet time slowdown.



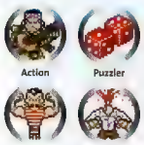
RE-REWIND: You don't want that happening. Rewind and try again, eh?

INFOSTRIP

DETAILS

Developer: Ubisoft
Publisher: Ubisoft
Players: 1
Memory Save: 256kb

GAMEFAX



TRIVBURST

- Over 50 combos for you to master in the Free-Form Fighting System.
- Rewind time to escape pesky death.
- Bevy of super-gory finishing moves.

PUBTALK

The smart arse thing to say down the boozer.
"Although 'Iran' was used by its people since around 300AD, it only became the official name for Persia in 1935 by order of the Shah."

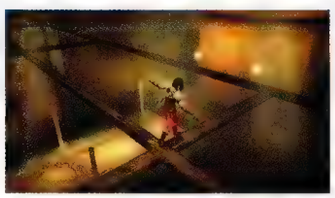
PRINCE OF PERSIA: REVELATIONS

In which Ubisoft inexplicably convert the worst of the *Prince Of Persia* series to PSP. Excellent business decision there, guys.

You kind of know you're in for trouble with this one before you even press a button. To all intents and purposes, *Prince Of Persia: Revelations* is a straight port of PS2 title *Warrior Within*, a game which would require a masterclass in programming if it were to remain playable once sanded down to UMD size. As the intro fades and the opening beach scene pops up, you wonder, for the briefest of moments, if they've pulled it off. But, like so many of the leaps that are made in-game, *Revelations'* push for credibility leaves it clinging on by its very fingertips.

Warrior Within is a strange choice for conversion. It's easily the darkest of the *Prince Of Persia* games, and far from the best, having taken everything that was enchanting about *The Sands Of Time* (exotic locations, likable characters) and banishing it into some dark and dreary dungeons, before sprinkling in a heap of Evanescence faux-goth styling and letting the Prince simmer in his own despair for a bit. Luckily, the game does the business on the pitch, as it were. Like the others in the series, it's primarily about two things: the excellent combat system (which actually benefits from being on the small screen; whereas before it felt unsubstantial, it feels meatier here) and exploration.

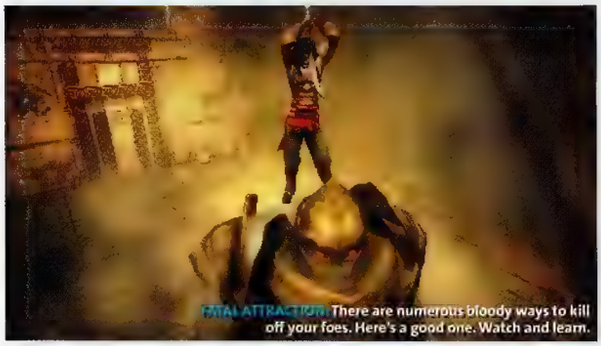
Revelations throws up one giant room after another, and once you've offed the murderous playmates within, the goal is to work out how to get from one end of the room to the tiny air vent right at the top (or whatever). Being as our Man in Iran is pretty nimble, jumping over huge chasms and running up walls isn't much of a problem for him, so the trick is in scanning the room and judging for yourself the best way from point A to B. This is where the potential potholes lie, but the PSP does a decent job of compensating; holding L1 allows you to pan around using the analogue stick. While the joypad offers a variety of viewpoints it never quite satisfies completely (looking up or down is particularly troublesome), but it's made the best of a bad situation. Definitely a wider problem however, is the difficulty in picking out the tiny ledges on the miniature handheld screen.



Warrior Within on PSP isn't a case of *Warrior Without*, however. Not only is it a pretty faithful conversion, but

CAN'T FIGHT FOR GOTHY: There's the man himself. Look, he's so gothic he poos bats.

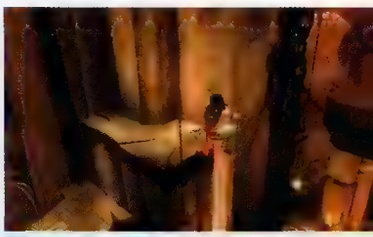
DRAGON'S SHRIEK: The monsters still sound like an ostrich being skinned when they die.


FATAL ATTRACTION: There are numerous bloody ways to kill off your foes. Here's a good one. Watch and learn.

MORNING: These happy chappies are in the business of regicide. Fighting is involved, while rarely descending into button-bashing.

SKILLS TO PAY THE BILLS

Unlike the princes we get punted (who spend their spare time foxhunting and wasting our taxes on strange town-planning ideas) the Prince of Persia has obviously been hitting the gym. He can shimmy up poles, roll under tiny gaps and more. Not only can he swing and climb onto far-away ledges, but he can run directly across or even up vertical walls! Take that, Issac Newton. Take it right in your 'apples'.


BORN TO BE A DANCER. **Find yourself a pillar and swing round it, using your body as a weapon.**

DEATH FROM ABOVE. **It's all gravy. To progress in *Revelations*, be prepared for some nosebleeds.**

LIGHTBULB SHORTAGE: The whole game is played out with an overly-emo darkness about it.

CHA CHA SLIDE: Our hero can even slide down curtains. Is there anything he can't do? (Apart from smile.)

Ubisoft have also seen fit to jam a few extra levels into the game. Not enough, we must emphasis, for it to be worth buying in its own right, but the new maps retain the same tight level design on which *Prince Of Persia* built its name, so let's welcome them into the fold. Otherwise, shave some texture layers off here and there, and we have *Revelations*, which offers up everything the PS2 version had to offer. In other words, it offers too much. This game works the PSP harder than the Prince works his climbing gloves.

ROYAL TOIL

Prince Of Persia: Revelations is like an excitable puppy that clatters around for your attention until finally you let your guard down and acquiesce. As soon as you warm to its charms, it goes and lays a giant bumcake right on your lap. Many of the issues are minor in the general scheme of things. The frame-rate is adequate at best, grinding down to London rush hour speeds during the pursuit bits. The sound occasionally stops working altogether, coming back on at a seemingly-random intervals. Meanwhile, the draw distance is such that certain objects only appear when they're quite literally under your nose, giving the impression that you've just sneezed out a ten foot tall rotating spiky pole. We know that there are some nasty diseases out in the Middle East, but come on.

But what kills *Revelations* completely is the loading. The monstrous entire-train-journey length loading times at the start aren't the half of it. The game loads in streams during play, but it seems Ubisoft have hired a crack team of Irritation Experts, possibly led by Robbie Savage, to place the loading times at the most inappropriate points possible – usually when jumping over a gap or sliding under a huge spike – thus making a game that already required patience positively infuriating. What's left is an impressive – but flawed – conversion of a game that no-one particularly liked. Proceed with caution. **Alex Dale**

■ *Revelations is out now.*

"REVELATIONS IS LIKE AN EXCITABLE PUPPY THAT LAYS A BUMCAKE IN YOUR LAP"

PSM3 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Challenging and intelligent throughout. – Frustration not helped by infrequent save points.	+ At times it's up there with the best on PSP. – Then you struggle to see what's going on.	+ Good voice acting and reasonable SFX. – When it actually works properly, that is.

LIFESPAN

If long-distance flights are your thing, you've got hours of gaming here. Definitely not a pick up and play title.

MINUTES ——— YEARS

IT'S BETTER THAN...
SPIDER-MAN 2

IT'S WORSE THAN...
LIBERTY CITY STORIES

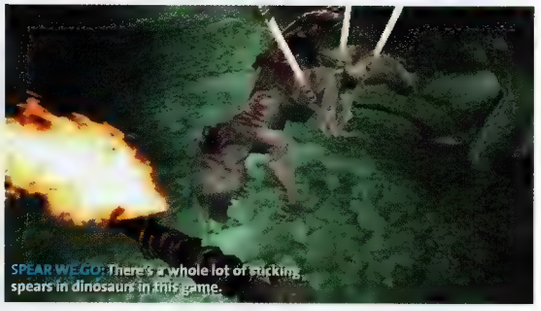
Not a title well suited for conversion to handheld gaming. A re-imagination, rather than a regurgitation, might have been better for everyone concerned.

76

The MON£Y $HOT

Swinging off the aerial atop the Empire State Building, twatting planes as they pass. It looks great but it's odd playing a finale where you *have* to die.

MONKEY NUZZLE GLEE: Here's Kong meeting the love of his life. Doesn't it make your heart melt?



SPEAR WE GO: There's a whole lot of sticking spears in dinosaurs in this game.

INFOSTRIP

DETAILS

Developer: Ubisoft France
Publisher: Ubisoft
Players: 1
Memory Save: 416kb

GAMEFAX

Film Tie-In | Action | Original | Official License

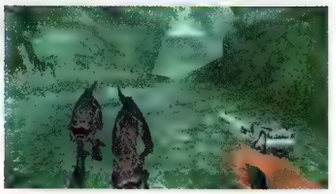
TRIVBURST

- Play a first-person shooter as the dashing hero Jack or a beat-'em-up as the big ape, Kong.
- It's a conversion of the PS2 game rather than a custom-built PSP title.

PUBTALK

The smart arse thing to say down the boozer.
"In the original movie, King Kong's bellow was made from the recording of a lion and a tiger's roar, played backwards simultaneously."

KING KONG



Think you can fit the world's biggest monkey inside the world's smallest console? You must be bananas.

If there's one thing you associate with Kong, it's size. Words like 'huge', 'massive' or 'really, really big' spring to mind. 'Pocket-sized', however, is not a phrase you'd normally use to talk about a gorilla the size of your house. But that's what you get here; everything from the PS2 edition shoehorned into a palm-sized gadget. It's all there: Kong, his home Skull Island, the marauding dinosaurs it contains and the innovative lack of screen furniture, creating an immersive, cinematic experience. There are no health bars or ammo gauges to interrupt the storytelling, only vocal cues. The main hero Jack, shouts things like "one magazine left" to keep you informed of your ammo level and as for information on your health, generally any kind of screaming is a bad thing.

Most of the action involves Jack trying get across Skull Island to rescue the monkey-napped heroine Anne. It's a fairly linear experience; moving through each level, fighting off dinosaurs, millipedes and enormo-crabs, while trying to open doors or burning bushes to clear a path. And that's pretty much all there is to it – stab lizard, open door, shoot second lizard and so on. There's some variety injected from the occasional switch to Kong as he swings through the jungle. These sections move away from the main first-person perspective in favour of a side viewed beat-'em-up, as ape-boy lays a royal smackdown on the local monster population. It's a different dynamic, but again it recycles a single idea – smack a T-Rex in the chops, swing from a branch, repeat.

Of course, being repetitive isn't a bad thing. The PS2 version doesn't have much more varied gameplay but it makes up for it by pouring on the atmosphere by the bucket-load. Lush visuals, fantastic sound, great character interaction and top-drawer cut-scenes are just some of the things that made the PS2 version enjoyable. These are also the things entirely absent from the PSP version because it has undergone an absolute hatchet job of staggering proportions. For example, where the original was full of characters from the film, offering you hints or weapons, the PSP version is utterly devoid of company. It's a lonely experience. At times we felt like letting the odd dinosaur live, just so we could have someone, well, *something*, to talk to. The jungle has never felt so solitary.

CACK BLACK

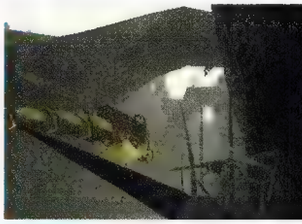
Far worse, however, than the lack of characters is the absolute butchery of the game's overall structure. There are almost no cut-scenes and most levels start without any sort of explanation intro. You just appear, facing the direction you have to go in, and move forwards, clearing obstacles and killing things. After doing this for a while the screen goes black suddenly, meaning you've apparently 'completed' the mission. Hmm. And it's even worse playing as Kong. Most of the time you simply appear facing a dinosaur and again, after a bit of prehistoric faffing about, the screen goes dark and it's all over.

The darkness isn't only confined to the start and finish of the levels. It's so gloomy during them that just

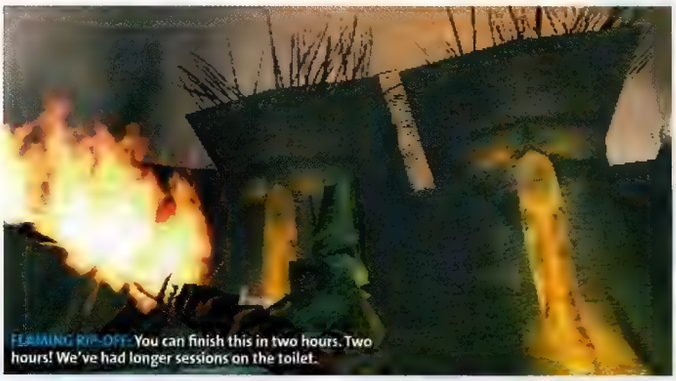
"WE FELT LIKE LETTING THE DINOS LIVE. KING KONG IS A LONELY EXPERIENCE"

STICK IT TO ME

While you do get guns on Skull Island, the ammo is scarce. It doesn't help that most of the scaley monstrosities are basically bulletproof. When you inevitably run out of bullets the only other alternative is to grab one of the many spears or bone shards scattered around. Most of the monsters you meet can then be brought down with a well-thrown lance or held at bay with a little frantic prodding. That's not all you can do with them, though. You can set the tip on fire and use them to burn any obstructing bushes. And if you spear a bug, you can use it as a distraction to lure away threatening predators.

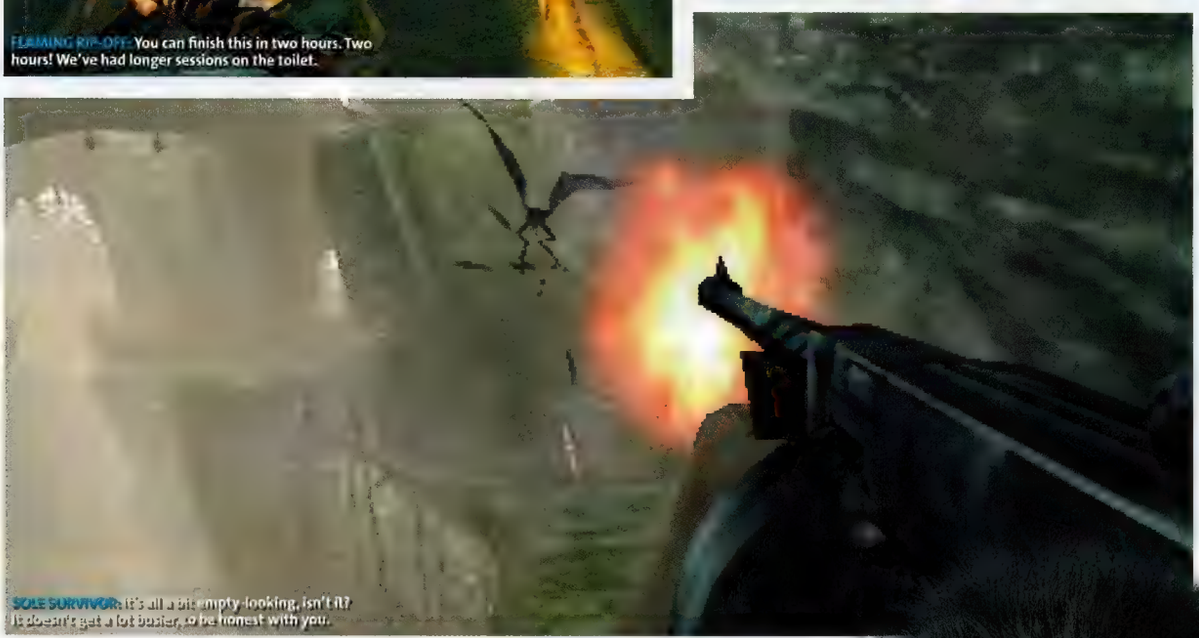


BUG KEBAB: Chuck this near a dinosaur and they'll be too distracted to bother with you.



FLAMING RIP-OFF: You can finish this in two hours. Two hours! We've had longer sessions on the toilet.

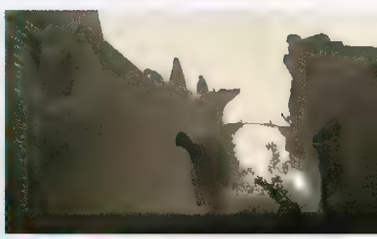
T-REX IN EFFECT: Here's a dinosaur. Notice the lack of other dinosaurs. Hmm...



SOLE SURVIVOR: It's all a bit empty-looking, isn't it? It doesn't get a lot busier, to be honest with you.

DINO-SORE

On the PS2 version of Kong, a valley filled with stampeding Brontosauruses is a stand out set piece and a stunning highlight of Skull Island. Dozens of the massive beasts thunder past, forcing you to dodge between their legs to cross the valley without getting crushed. The PSP version of this moment is unfortunately a little less impressive. One lonely Brontosaur hurries past repeatedly. *One*! It could be the same one doing laps! We're not sure whether Jack's cry of "Oh *God*!" that greets the monster's appearance is meant to be awe or embarrassment. To make matters worse, the level has been cut back so much that you don't even have anything to do. There used to be a few puzzles in the PS2 version. Now you just stand around for a bit until you get bored.



HERE HE COMES: Cower in the raw animal fury of, erm, one dinosaur walking past.

AND THERE HE GOES. Don't worry, a couple of seconds to nip round that wall and he'll be back.

seeing anything is a challenge most of the time. There's no option to boost the brightness and even on the screen's brightest setting it feels like you're viewing the whole thing through cataracts at twilight. The squint-tastic dimness is made even more impenetrable thanks to a monochrome palate. Practically everything is rendered in a murky shade of grey that means you can actually get lost in some of the narrow passages because you can't tell what you're looking at – wall, floor or ceiling. You're left desperately looking around for an edge or a corner to get your bearings, which doesn't sound much fun, and is actually even less so.

King Kong isn't universally terrible. It's astonishing to see it running on a PSP and the creature-spearing spectacle of Skull Island is enthralling at times. But the lack of characters and continuity ruin it. Without proper intros and cut-scenes, you never have any motivation or justification for your actions. *Kong*'s sections suffer the most because, as you hardly ever see Anne, there's no point to any of the ape's actions. He's just a big monkey smashing stuff up. And now the killer blow: We finished it in two hours. Yes. It's shorter than the film. Our advice? If you want hot-chimp action plump for the PS2 version. **Leon Hurley**

■ *King Kong* is out now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Skewering lizards with spears feels great. – There's practically nothing else for you to do.	+ Some parts of Skull Island look incredible. – But most of the time it's impenetrably dark.	+ The film music is excellently atmospheric. – Some of the sound effects repeat far too much.

LIFESPAN

Completable in a single sitting. That's about two hours. *120 minutes*. Holy bananas.

MINUTES — YEARS

IT'S BETTER THAN...

GHOST IN THE SHELL

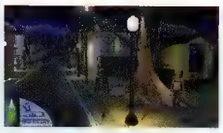
IT'S WORSE THAN...

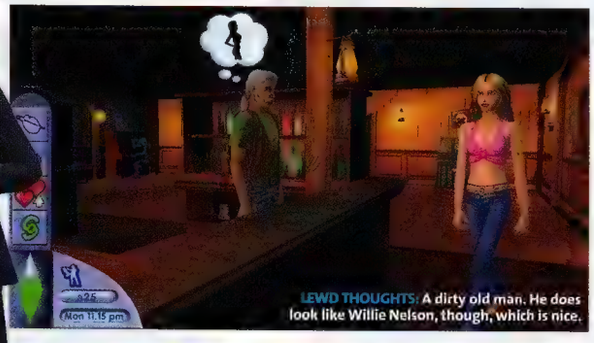
KING KONG ON PS2

Technically impressive but vitally flawed, King Kong's brief, disjointed levels feel like a collection of demos for the rather better console version. An unnecessary, inappropriate conversion.

56

The MON£Y $HOT
One Sim does a Stevie Wonder, but the other doesn't look too happy about it. But how many other games let you play the piano? Not many, really.

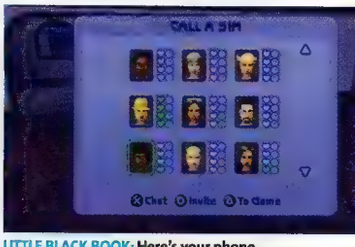




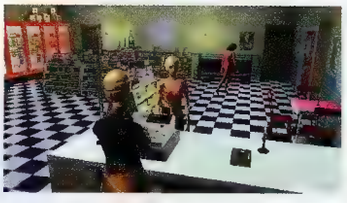
LEWD THOUGHTS: A dirty old man. He does look like Willie Nelson, though, which is nice.

PERKISH DELIGHT

Another new thing to *Sims 2* on PSP are the 'perks' – these are thing you can buy once you've acquired sufficient sanity points. They include a phone to call your Sim buddies, deodorant (to attract women), a karaoke kit (to boost charisma and make friends more easily) or, erm, an iron stomach (so you can eat anything you like and as much as you like without your insides rapidly exiting your mouth). Of course, if you spend your sanity points, the more likely you are to be taken to the asylum – which'll plunge you into debt – so it's a balancing act that needs careful thought. No woman likes a madman, after all.



LITTLE BLACK BOOK: Here's your phone book, showing how much people like you.



INFOSTRIP

DETAILS
Developer: Maxis
Publisher: EA
Players: 1-2
Memory Save: 284kb

GAMEFAX
Management
Sequel
Funny
PC Game

TRIVBURST
- Special 'perks' system exclusive to this PSP version.
- All-new story mode offers a new adventure.
- New 'sanity' system affects play.

PUBTALK
The smart arse thing to say down the boozer.
"The 'Simlish' word for 'baby' is 'Nooboo'. It's true – when a Sim gives birth, they always say it."

THE SIMS 2

When is *The Sims* not *The Sims*? When it's a murder mystery game with zombies. We can explain.

Tricky one, this. What to make of a *Sims* that, basically, isn't *The Sims*? See, there's no Free Play (God) mode on PSP, so what EA have done is taken Story mode and made it an adventure game. So you create your Sim and find yourself in the village of Strangetown, where you'll be finding out why your new house is haunted, what all those bodies are doing buried in the back garden and just what that scientist is hiding.

All your investigations will take place in a way familiar to *Sims* fans – you'll be chatting to people, or flirting, or intimidating them, via the medium of *Sims*-style speech bubbles containing icons to show how people are feeling – but there's also proper English speech to question folk with. You'll be rooting around cupboards for clues. You'll be *hitting zombies with a spade*. And, of course, you'll be keeping an eye on your own character's level of happiness. Keep him provided with mod cons and feed him properly, or his sanity meter – another new thing – will drop, he'll be carted off to the asylum, and it'll cost you precious dosh to get him out again. So you'll have earn money by doing jobs for people – cleaning, cooking and all manner of busywork – to keep your cash flow healthy.

"ROOT AROUND INSIDE CUPBOARDS AND HIT ZOMBIES WITH SPADES"

FREE ME

Yes, they've changed everything. So much so that it's simply not *The Sims*. The joy of *The Sims* is taking your newly-created character and carving out a life for him or her from scratch. Here, presumably due to the limitations of the format, you're robbed of that freedom. As it goes, as an adventure game, *The Sims 2* is surprisingly competent – it's genuinely funny in parts and the interface is intuitive – but it's probably a little too simple and involves too much trekking back and forth. Most importantly, it's angering to have your investigations constantly disrupted by your character demanding to watch TV or coil one out. Just hold it in, man, you're about to solve a murder! You don't get this in Taggart.

Ultimately, *The Sims 2* is a slightly uncomfortable hybrid of genres. It works, but we can see both *Sims* fans and adventure fans being a tiny bit disappointed. Having said that, mind you, *The Sims 2* is the best adventure title on PSP. Which, frankly, says rather more about what isn't actually available for the format than it does about *The Sims 2*. **David Cook**

■ The Sims 2 *is out now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A solid and entertaining adventure game. – But no Free Play mode robs the game of its *Sims*-ness..	+ Sharp, crisp and colourful. Pretty good, all in all. – The occasional wonky camera angle.	+ 'Simlish' still quite sweet after all these years. – Hardly any other sound at all to speak of.

LIFESPAN
Story mode's lengthy and there's loads of collectables. But without Free Play, it might not last long...
MINUTES — YEARS

IT'S BETTER THAN...
UNTOLD LEGENDS

IT'S WORSE THAN...
THE SIMS 2 (PS2)

A brave attempt at downsizing *The Sims?* Or another example of PSP hosting a game its just not suited to? More the latter, really. Decent, but not really the *The Sims* at all.

67

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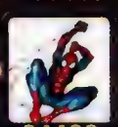
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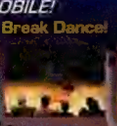

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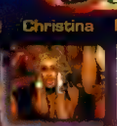

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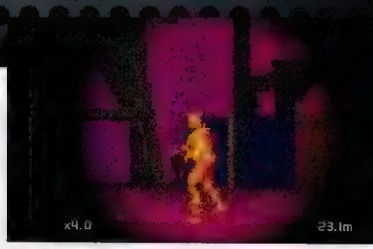
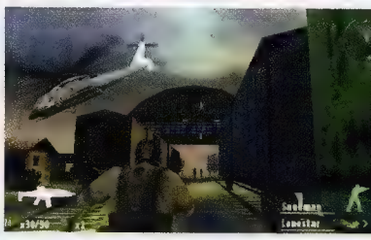
The MON£Y $HOT
Meticulously planning your mission with surgical precision and then flowing through the motions to a tee is immensley satisfying. Top stuff indeed.





CRANE OF EVENTS: Take out the fella on top of the crane and he'll topple over the rail like a stuntman. Nice.

PSM2 SILVER AWARD

INFOSTRIP

DETAILS
Developer: Zipper
Publisher: Sony
Players: 1-16
Memory Save: 800kb

GAMEFAX
Action
Violent
Network Play
Easy

TRIVBURST
- Play through the extensive campaign mode with Sandman and Lonestar.
- Sling on your headset and tackle up to 16 players online.

PUBTALK
The smart arse thing to say down the boozer.
"HOOAH!" is the war-cry of the US Navy SEALs. They love this noise so much that they've even created a 'health' bar in its honour."

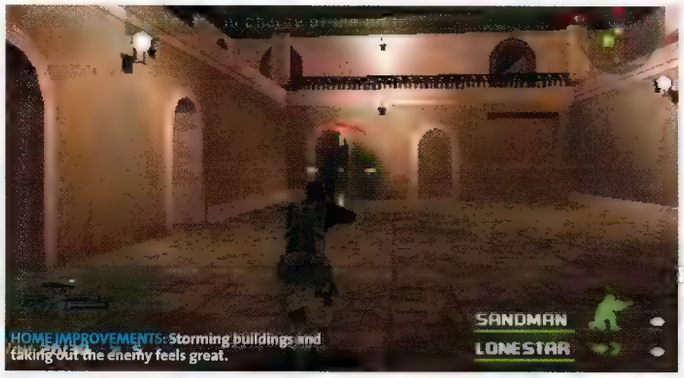
SOCOM US NAVY SEALS: FIRETEAM BRAVO

More military based action with the US Special Forces. Not be confused with sea-dwelling mammals.

In light of the current climate, opening up *SOCOM: Fireteam Bravo* with a scene depicting a suicide bomber levelling a Chilean police HQ is in slightly bad taste. OK, it hammers home the ruthlessness of the terrorist cell you're dealing with, but it's rather harsh. Then again, so is war. And so it is in the latest instalment of Zipper's excellent *SOCOM* series for PSP. But it certainly gets our 'seal' of approval.

We feared *Fireteam Bravo* would suffer from the lack of a second stick on PSP – after all you need them both to look and walk simultaneously on PS2. But through some genius thinking by the developers, *Fireteam Bravo* not only looks lush on the tiny screen, it also handles like a dream. Strafing around the enemy is easy – just hold L1 and press the stick where you want to go. Combing an area for guards? Just hit → on the D-pad and you'll enter free-look mode instantly. Yep, everything feels seamless and just 'works'.

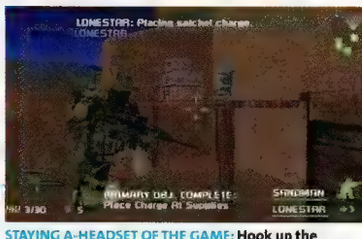
So the controls work fine, but what about the actual game? Put simply – it performs well. Apart from the clumsy AI soldiers disobeying direct orders (like not heading to a checkpoint when you instruct them to) and a few other niggles that we'll come to later, *Fireteam Bravo* creates a full-on military experience. Buildings need to be stormed, bombs defused and terrorist masterminds apprehended, all executed across war-torn landscapes in places like Chile (which the Americans in *SOCOM* annoyingly pronounce as 'Chi-laay'), Morocco, South Asia and Poland. Almost every aspect of PS2's version has made the cut for the march onto PSP. In fact, the only notable feature to be lost in transition is *SOCOM 3*'s vehicles. And yes, you can even use a headset (albeit not your PS2 one – that wouldn't fit in your PSP) to communicate with your team in the 16-player online mode. Sweet.



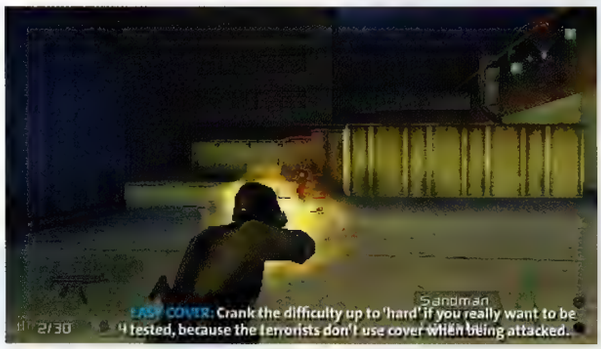
HOME IMPROVEMENTS: Storming buildings and taking out the enemy feels great.

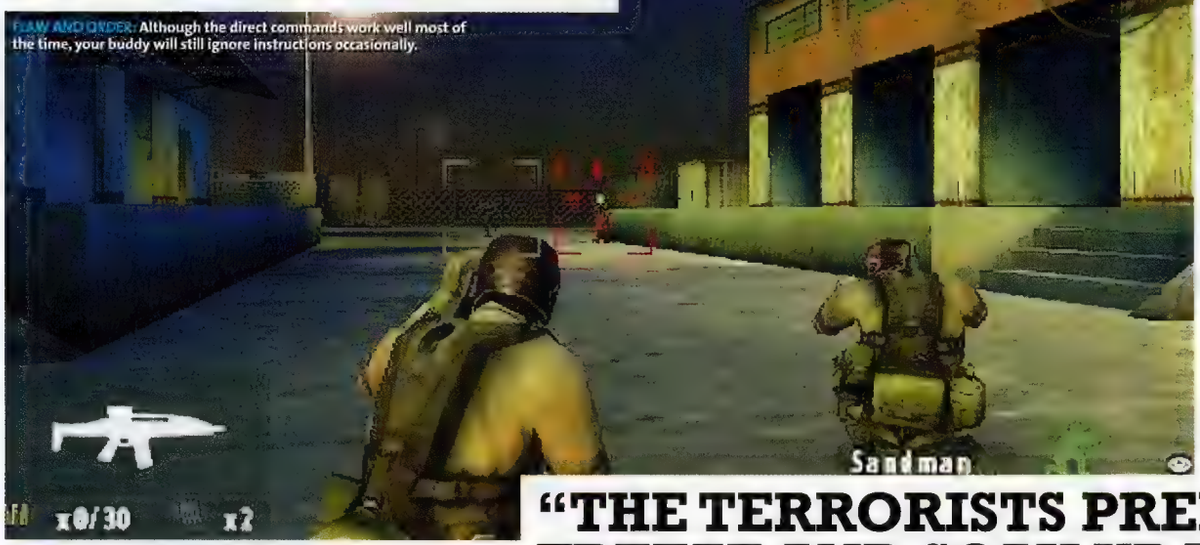
ENTER SANDMAN
Unlike previous efforts where you commanded a selection of troops throughout the campaign mode, *Fireteam Bravo* sees you playing simply as Sandman and Lonestar –

THIN RED ONLINE
Thankfully, *Fireteam Bravo* remains true to the previous episodes in the *SOCOM* series by allowing you to shoot it out in the online battlefield. Sixteen like-minded trained killers can log into the server and indulge in an eight-on-eight tactical mission. Game types include Free For All (self-explanatory), Demolition (where you find a bomb and blow up the enemy HQ) and Captive (which is terrorists against SEALs, but you can revive your team if the die). All in all, there's plenty to do on the battlefield.



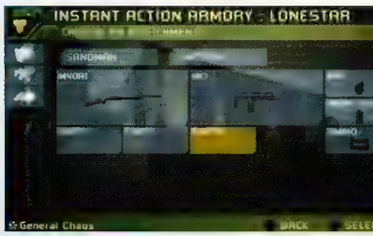
STAYING A-HEADSET OF THE GAME: **Hook up the PSP headset and command your troops online.**


EASY COVER: Crank the difficulty up to 'hard' if you really want to be tested, because the terrorists don't use cover when being attacked.


RAW AND ORDER: Although the direct commands work well most of the time, your buddy will still ignore instructions occasionally.
Sandman
x0/30
x2

GUN AND DUSTED

Before each mission you get to select which 'tools' you're going to use for your trade – which is killing people. As well as coming stacked with digital cameras, night-vision goggles and flash grenades you also have to choose from a selection long and short range weaponry. So if your task is to infiltrate a building, then you need to choose rapid-fire machine guns. But if you're aiming for stealth in the open, then a silenced sniper rifle is what you need. It's all about knowing your mission, you see.



GUN IN 60 SECONDS: It's no problem at all to select the right weapon for the right mission.

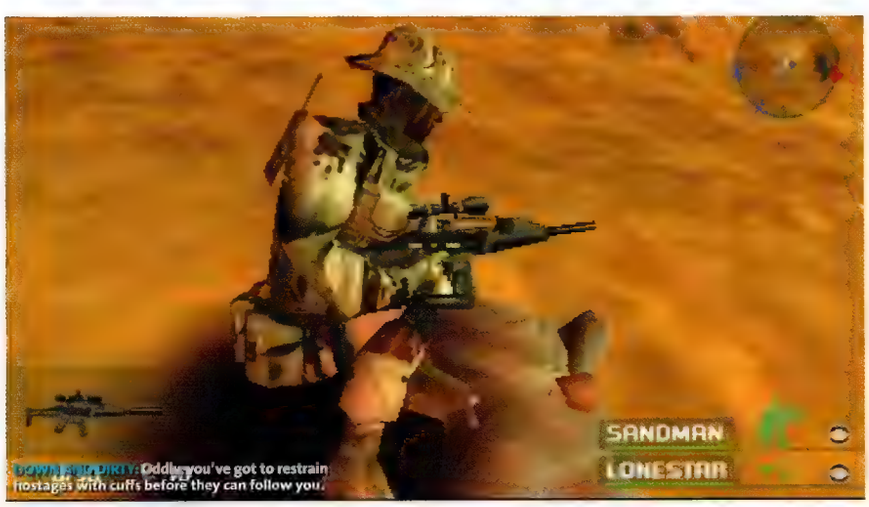
SIGHT-SEEING. The sniper rifle is ideal for picking off long range enemies.

"THE TERRORISTS PREFER TO FREEZE AND SOAK UP LEAD LIKE A MAGNETIC SPONGE"

the latter of the two being your AI buddy. The mission briefings are still frighteningly in-depth, but with the lack of narrative to explain the reams of text, it's tedious to plough through. Anyhow, once you've passed the boring bit of reading and are dropped into the battlefield, the action shifts along in a sharp and frantic fashion. HQ's intelligence will bark out orders and instructions while you stealthily make your way to various waypoints, plugging bad guys along the way. We were worried that the targeting system may have been a tad tricky on PSP, as PS2's version required marksman-like timing. Praise be, then, that it works well. Just holding L1 to lock-on then hitting ⊗ to drop the enemy helps make light work of all and sundry, leaving you with some hassle-free killing. Unfortunately, the enemy AI also helps too. It's quite lame – for example, rather than cowering in cover as you unleash a few rounds, the terrorists prefer to freeze and soak up lead like a magnetic sponge. This makes most seek 'n' destroy missions too easy and diminishes the excitement of the game. But it's not all bad, mind. During a particularly frantic fire-fight in a mansion, we felt a great sense of camaraderie with our AI chum as we ordered him to 'breach and clear' rooms to take out the bandits streaming through the halls. And, thanks to the awesome online mode, you can even boss the virtual war zone with a group of mates and further your team-work enjoyment.

Although it's understandably not quite equipped with the graphical prowess and feature-heavy stylings of its PS2 brother, *Fireteam Bravo* is a worthy addition to the *SOCOM* series – and a breath of fresh air for PSP owners. If the missions were more taxing on the old grey matter, and the artificial intelligence a little more, well, intelligent, then this would have been something of a classic. As it is though, *Fireteam Bravo* is a solid conversion. A big 'Hooah' to this. As they say in *SOCOM*. **Nathan Irvine**

■ *Get* SOCOM: Fireteam Bravo *on import now*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Well rounded military action on your PSP. – Missions feel slightly diluted and easy.	+ Wonderfully vast environments. – Clumsy clipping can be mildly annoying.	+ Rousing orchestral score sets the pace well. – Some of the voice acting seems forced and unfunny.

LIFESPAN

You've got 16 missions to work through in campaign mode plus a further million or so online battles.

MINUTES — YEARS

IT'S BETTER THAN...
STAR WARS BATTLEFRONT 2

IT'S WORSE THAN...
LIBERTY CITY STORIES

The action is well paced, it looks lush and you can play it online. If you only buy one PSP game on import this year – and, yes, we know it's only January – then make it this.

83

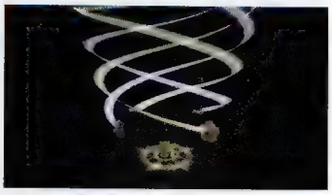
The MON£Y $HOT
Making your way through the myriad of platforms and puzzles before facing off against one of the big bosses is a fun and climatic, er, climax.

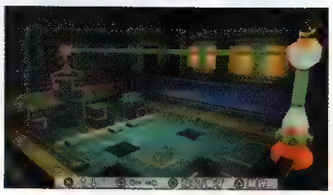
WHIP CREAMED: You can use your Tokobots as a giant whip to smash enemies to pieces.

THROWING SHAPES

Solving *Tokobot*'s puzzles all boils down to the three formations that you can select for your team of robots. Gather your gang up in a circle and you can perform power stomps when you jump. Adopt the conga line (oddly labelled as the 'V' formation) and you can use the bots to form bridges and ladders in certain areas. And if you form the 'U' arrangement (like a wall of automatons) then you can spin and take out enemies. It sounds complicated, but the variations are simply activated by pressing Ⓐ. Easy.

LINE-O-BOTS: Standing still and hitting Ⓐ will show you exactly which formation you're in.





INFOSTRIP

DETAILS
Developer: Tecmo
Publisher: Tecmo
Players: 1
Memory Save: 500KB

GAMEFAX
Strategy
Robots
Jap Curio
Stupid

TRIVBURST
- Use the bots to create bridges, ladders and more puzzle-solving stuff.
- Start with six, but add more of the little robots to your gang as you progress.

PUBTALK
The smart arse thing to say down the boozer.
"In 2005, Wakamaru – a domestic robot – went on sale in Japan. Its primary function is to provide company for the elderly."

TOKOBOT

Holding hands with robots is weird enough, but using them as ladders and bridges is plain madness.

Brilliant" shouted Dan D when news of this game arrived. "Look, it's a puzzle game with cute little robots! I *love* cute little robots!" The rest of us thought he'd entered 'Happyville', but after clapping eyes on the white-and-orange automatons, we agreed with him.

Unfortunately, *Tokobot* may be eye-catching (some of the slick animations look great, like when you link all your bots together), but it leans rather more towards the 'style' side of the scale than the one marked 'substance'. Yes, the little wind-up bots aren't like anything we've previously seen on PSP, as you form *one* nailed-on solution. So if there's a door to be opened or a ledge to be reached, then you can be sure there's only one way to do it – leaving little surprise, replay value or room for any experimentation whatsoever. Also, the enemy AI is massively infuriating. On numerous occasions, we'd climb a ladder only to be bashed to our death by a giant sliding enemy. And yes, we did time our actions to perfection. Hey, we know what we're doing. We're *professionals*. On the plus side, you can whack the wires out of the enemies by using the Tokobots as an ad-hoc whip or a propeller of destruction. It's little touches like this that rescue it from immediate tedium. But only just.

Although *Tokobot* should be commended for fusing together puzzles and action into a reasonably entertaining handheld experience, the thrill of learning new moves and battling the end-of-level bosses soon begins to wear paper-thin. There isn't even a multi-player option to prolong your enjoyment. *Tokobot* looks amusing, but it isn't really. Naughty robots. Bad robots. **Nathan Irvine**

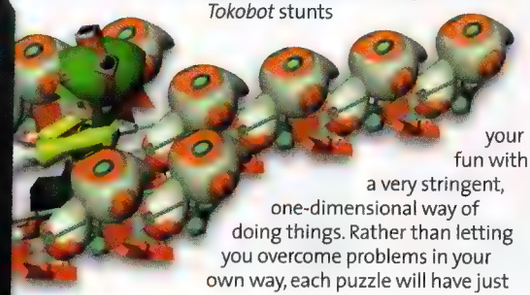
■ *You can import* Tokobot *right now*

"TOKOBOTS LEANS MORE TOWARDS 'STYLE' THAN 'SUBSTANCE'"

Watching the tiny bots mimicking their master's movements and linking up to form bridges and such looks lush and fun – but getting to grips with this puzzler told a different story.

ONE-TRACK MIND

While the environments are vast and packed with platforming sections, *Tokobot* stunts your fun with a very stringent, one-dimensional way of doing things. Rather than letting you overcome problems in your own way, each puzzle will have just bridges, ladders and even tanks to progress through the myriad of puzzles. But repetition and frustration are, unfortunately, served up in equal measure here.



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Clever puzzler that combines 3D action neatly. – Its lasting appeal fades as the difficulty level rises.	+ Vast landscapes, complete with cutesy little robots. – Camera's dumb and offers crap angles sometimes.	+ Nice comical sound effects and background music... – ...and not much else to keep the ears occupied.

LIFESPAN
The levels are short, and with no multi-player mode, *Tokobot*'s replay value is minimal.
MINUTES — YEARS

IT'S BETTER THAN...
FRANTIX

IT'S WORSE THAN...
APE ACADEMY

The smart puzzles and colourful environments make for an engaging PSP puzzler. But *Tokobot* slides into mediocrity due to the lack of variety on display. Pity, really.

65

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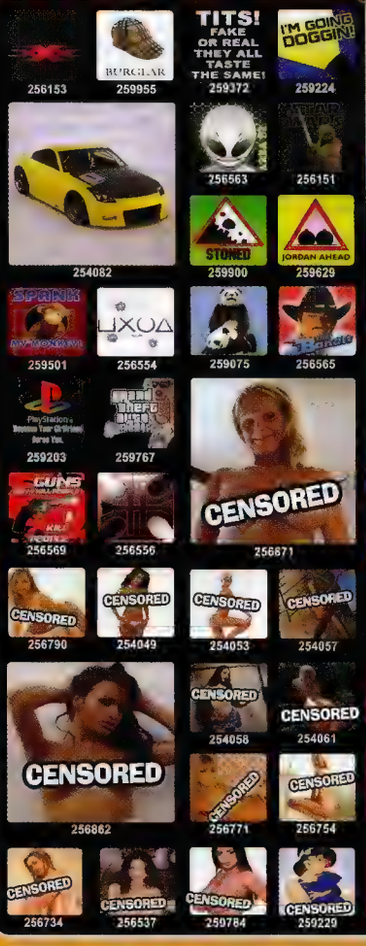
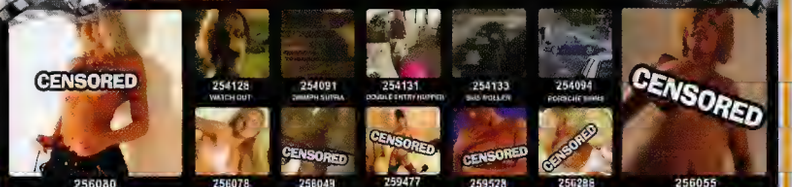


256153 259955 259372 259224 256563 256151 254082 259900 259629 259501 256554 259075 256565 259203 259767 256569 256556 256871 256790 254049 254053 254057 256862 254058 254061 256771 256754 256734 256537 259784 259229

VIDEO



256040 CRYSTAL TEASE 256078 RIGHT OVER 256049 BLONDE FUN 259477 SEXY ASIAN STRIP 259528 RIPPLE RUBBER 256288 SEXY BLONDE 256055 FEELS ARMCHAIR SQUEEZE INC

254128 WATCH OUT 254091 DRAMA SUTRA 254131 DOUBLE ENTRY RIPPED 254133 BAD ROLLER 254094 PORSCHE BANG

2ADULT 2SHOW

PROPER INCREDIBLE ACTION 256428	FROM BEHIND TEASING ACTION 256417	AWESOME BEDROOM FROLICS 256380	SEE THIS BLONDE ENJOY BIG FUN! 256431	BACKDOOR ACTION 256412
HOT AND HORNY BLONDE RUBBING FUN 259445	AWESOME FOURSOME 259447			
GIRL DUO LICKING FRENZY 259450	ALL GIRL RUBBING TRIO 259454			
WATCH ME DO NAUGHTY THINGS 259479	DUO DIVING FUN 259527			

256093 - LET ME SHOW YOU WHAT I LIKE
256101 - NAUGHTY BRUNETTE FINGER FUN
259989 - OUTDOOR ANTICS
259600 - HIDE AND SEEK TRICK
259665 - WATCH ME RUB AND TEASE YOU
259618 - BLONDE LOVES WHAT SHES GETTING
259593 - BLONDE GETTING DOWN AND DIRTY
259594 - SEE ME DO VERY NAUGHTY THINGS
259951 - SEDUCTIVE BRUNETTE STRIPS
259984 - GIRL DUO BATHROOM FROLICKS
259475 - LICK ME OUT
259990 - BIG TOY ANTICS
256057 - SEXY GIRL STRIPS
256059 - BRUNETTE STRIPS JUST FOR YOU
256079 - ASIAN RUBBING FUN

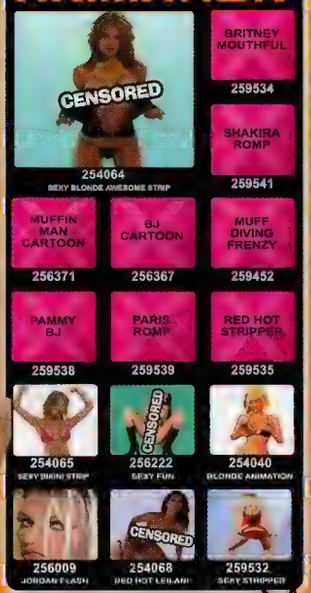
254170 LOVE CUFFS 254096 SAUCY SUSIE 254097 SEXY BRUNETTE 254098 DIRTY BLONDE

2ADULT 2SHOW

CIGARETTE DOWN BELOW 259592	SPANISH BRUNETTE LEGS APART 256867			
LEG UP REVEALING ALL 256352	EAT THIS 256915			
BUSTY BRUNETTE SQUEEZING FUN 256547	TOP NOTCH BODY CLOSEUP 256363			

256901 - TARTAN MINI SKIRT REVEALS ALL
259727 - ASIAN BEAUTY GETS A TASTE
259711 - NAKED BUT FOR TIE AND HIGH HEELS
256903 - SEE UP MY MINI TARTAN SKIRT
256857 - HAVE A CLOSE UP LOOK
256579 - BRUNETTE RUBS AND TOUCHES
256824 - SEXY DUO LICKING FRENZY
256344 - BLONDE SITTING WAITING FOR YOU
256594 - SEXY BRUNETTE FINGER TEASE
256546 - UP CLOSE GIRL SHOT
259734 - RAUNCHY GIRL HAVING BIG FUN
259684 - GIRL DUO LICKING ACTION
259667 - STOCKING BABE FINGER TEASE
259654 - BRUNETTE SHOWS YOU EVERYTHING

ANIMATION



254064 SEXY BLONDE AWESOME STRIP

BRITNEY MOUTHFUL 259534
SHAKIRA ROMP 259541
MUFFIN MAN CARTOON 256371
BJ CARTOON 256367
MUFF DIVING FRENZY 259452
PAMMY BJ 259538
PARIS ROMP 259539
RED HOT STRIPPER 259535
254065 SEXY BIKINI STRIP 256222 SEXY FUN 254040 BLONDE ANIMATION
256009 JORDAN FLASH 254068 RED HOT LESBIAN 259532 SEXY STRIPPER

TONES

LATEST POLY TUNES

251440 PHARRELL - CAN I HAVE IT LIKE THAT
251439 THE DARKNESS - ONE WAY TICKET TO HELL AND BACK
251412 MADONNA - HUNG UP
251441 GOLDFRAPP - NUMBER ONE
251378 KANYE WEST - GOLD DIGGER
251385 SUGABABES - PUSH THE BUTTON
251449 JIL KIM - LIGHTERS UP

TRUE TUNES

258333 THE DARKNESS - ONE WAY TICKET TO HELL AND BACK
258265 U2 - ALL BECAUSE OF YOU
258275 DR DRE FEAT EMINEM - FORGOT ABOUT DRE
258296 GOLDFRAPP - NUMBER ONE
258318 KANYE WEST - GOLD DIGGER
258322 RIHANNA - PON DE REPLAY
258286 MADONNA - HUNG UP

REAL SOUNDS

258136 FULL METAL JACKET - "DO YOU SUCK...?"
258066 STAR WARS - JABBA'S LAUGH
258063 FRIENDS - JOEY - HOW YOU DOIN'?
258056 DONALD DUCK GETTING A BJ (HILARIOUS)
258031 THE GREATEST FEMALE ORGASM EVER!!
258047 BO SELECTA MICHAEL JACKSON - SHAAMONE
258031 THE GREATEST FEMALE ORGASM EVER!!
258150 YOU LIKE THAT ASS BABY?
258154 DON'T STOP!!

MOAN TONES

258148 YEAH DROPPING LOADS BABY!
258150 YOU LIKE THAT ASS BABY?
258154 DON'T STOP!!

GAMES

COMPATIBILITY:
A: NOKIA B: MOTOROLA C: SAGEM D: SAMSUNG E: SHARP F: SIEMENS G: SONY ERICSSON

TOP GAME

BEACH BOOTY

256485 ABDEF

BABEWATCH

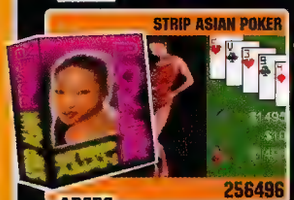
256492 ABDFG

CHICK HUNTER

256486 ABE

PUBLIC SEX KAMASUTRA

256804 ABDEFG

STRIP ASIAN POKER

256496 ABCDG

WET T-SHIRT CONTEST

256497 AG

KAMASUTRIS

256464 AF

MORE GAMES

CODE - TITLE	COMPATIBILITY
256460 - MEGA HUMMER	A,B
256806 - 4X4 EXTREME RALLY	A,B,F,G
256810 - BLACK METAL	A,B,E,G
256504 - DESERT STORM	A,B,C,D,E,F,G
256510 - LOTUS CHALLENGE	A,B,C,E
256513 - PREDATOR	A,B,C,D,E,G
256818 - POOL CHALLENGE	A
256821 - WIRELESS BOXING	A,D,F,G
256816 - LIMIT TEXAS HOLD 'EM	A,B,D,F,G
256805 - SUPER YUM YUM	A,C,D,E,F,G

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WWW.DBMOB.COM - IT'S THE DOGS...

IT'S NICE TO SAW YOU: The viral chainsaw allows you to hack away at the zombies with ease.

SPREAD THE DISEASE

Possibly the best feature to come with *Infected* is the ability to play online. Your avatar will forever be floating around cyberspace thanks to the ability to infect your opponent's PSP. The way you do this is by blitzing your rival in a deathmatch and then, whenever they play in solo mode, your character will appear as the bad guys. Not only that, when they next play an online game, they'll have to play as you until they get rid of the infection. You can track how far your disease has spread by logging on to www.infected.com and checking out your progress.

INFECTIOUS: Visit the *Infected* website and spread your disease. Bleurgh.

The MON£Y $HOT
Chaining together an explosive combo and lining the street with limbs and torsos is bloody brilliant. Sometimes, *Infected* is too much.

URBAN DRAIN: When fighting on the streets, beware of sewers crawling with monsters.

INFOSTRIP

DETAILS
Developer: Planet Moon
Publisher: Majesco
Players: 1-8
Memory Save: 608kb

GAMEFAX
Action · Violent · Network · Original

TRIVBURST
- Customise your character and unlock masked rockers Slipknot.
- Beat your mates in Wi-Fi mode and leave your avatar in their game forever. Snigger.

PUBTALK
The smart arse thing to say down the boozer.
"If you're worrying about an infection go to www.diagnose-me.com for an analysis. It eased Andy's nappy rash fears no end."

INFECTED

Santa Claus is coming to town. And he's covered in blood and spewing deadly mucus at you. Ugh.

Anyone wanting to exact revenge on Chris Cringle for the dismal shower of presents they got at Chrimbo can find lots of Santa sleighing – pun intended – right here with *Infected*. That's right, old Father Christmas is amongst the assorted bevy of flesh-eating zombies you've got to blast to pieces.

Set in New York, *Infected* is about a deadly strain of virus that turns normal people into gore-hungry monsters. As Officer Stevens, scientists have discovered that your blood can destroy the infection. It doesn't really go into detail about how they found this out, but hey, they're scientists, OK? They're clever. Anyway, you're dropped into festering areas of the city armed shotguns, rocket-launchers and a viral gun – which contains bullets containing your blood.

GLOW FOR IT

The undead appear as suited businessmen and giant blob-monsters among other things. They're coated in a ready-brek glow and you need to shoot them until it turns red – this is when you can unleash a viral shot and blow them to bits. Simple. But there's more. Some missions require you to round up civilians and take them to the rescue chopper before they get bitten. Others see you sprinting about and cleaning up the streets while being timed. It's all relatively straightforward but the better you do, the better your armoury becomes.

You're able to be creative with your combos. Pepper a group of zombies and it's possible to string together a blood-splattering chain of kills. Don't worry about timing, because a handy line links them together to give you hint of when this is possible – leaving you with the task of tapping ◎ to activate it.

Claret showers aside, everything else in *Infected* is fairly drab. Take the environments. When you're not legging it through subways, you're on the carnage-filled streets – it all melts into one claustrophobic hellstorm. But the controls are twitchy and the camera erratic – especially if you're being pursued. It's also fair to say that the enemies are unimaginative.

But for all its failings, *Infected* is very addictive. The sight of a chain reaction of zombies detonating is impressive and when you nail a big combo, it makes the blasting worth while. And running a chainsaw across Santa's back will at least provide a small consolation for your crap Christmas presents. **Nathan Irvine**

■ *Infect your PSP on import.*

"TAKE A CHAINSAW RIGHT ACROSS SANTA'S BACK"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Ceaseless frantic gun-toting action. – Play one mission, you've played them all.	+ Neat and crisp visuals with minimum slow-down. – Unimaginative surroundings.	+ Tracks from the likes of Chimaira and Slipknot... – ...all of which is uninspiring and unnecessarily angry.

LIFESPAN
There's a large amount of character costumes and weapons to unlock, which will last a while.
MINUTES — YEARS

IT'S BETTER THAN...
CODED ARMS

IT'S WORSE THAN...
LIBERTY CITY STORIES

It's not the most imaginative game on PSP, but it *is* entertaining. The fun of wiping out a group of slavering zombies with a well timed combo shot is enough to justify buying this.

77

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IF YOU LIKE THESE...
...THEN YOU NEED THIS!
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EXCITING POWER RANGERS COMIC STRIP INSIDE!
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ISSUE 18 OUT NOW!

"DON'T PUT A CORK IN IT"

WEDDING CRASHERS: UNCORKED EDITION

Vince Vaughn and Owen Wilson go fishing for girls...

Last year's biggest comedy smash was undoubtedly this tale of the Wedding Crashers: the misadventures of a pair of divorce mediators (Wilson and Vaughn) who get their kicks attending weddings and scoring with the female guests who just can't help but get aroused by the idea of marriage. But when they decide to hit the jackpot and crash the nuptials of the daughter of a powerhouse US politico (Walken), they end up falling in love with their intended targets: the bridesmaids. Blimey.

It's a good thing that Crashers stars Vince Vaughn and Owen Wilson. If they'd just been supporting stars, they'd have stolen the entire movie. As it is, this is a gut-busting collection of riffs on the usual romantic plot. Vaughn and Wilson spar off each other perfectly, knocking out joke after joke in the first two acts to leave you rolling on the floor. But it's not just the boys' film. The girls match them perfectly. Rachel McAdams, as bridesmaid Claire, proves that all the chatter surrounding her role in The Notebook was no fluke – she's not just a very pretty face, but is also damned funny. And Isla Fisher brings the nuttiness as Claire's sexy yet slightly insane younger sibling.

"WILL FERRELL STOPS THE FILM DEAD WITH A BITTERLY UNFUNNY SLAB OF CHARACTER WORK"

FERRELL FLAW

So why isn't the score at the end of this review closer to a more perfect result? The reason sits in the third act. When the inevitable complications set in – all the better to split our heroes up before bringing them back together for a triumphant finale – we're treated to a cameo from Will Ferrell. Usually that's a reason for celebration, and you'd think Ferrell's comedy stylings would be the perfect fit for this sort of comedy. But his introduction as the original Wedding Crasher – who has now moved on to funerals – stops the film dead with a bitterly unfunny slab of overdone character work. It's a shame, as the movie starts to die on its feet a little. Thankfully our pair soon gets the film back on track, but you can't help but feel that the damage has been done...

STARRING
- Owen Wilson
- Vince Vaughn
- Christopher Walken
- Rachel McAdams
- Isla Fisher
- Jane Seymour
- Dwight Yoakam

DIRECTOR
- David Dobkin

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Big laughs for the first two-thirds of the film – Bad third act lets it all down somewhat.	+ Great cast propels the movie along. – Not all the jokes work properly.	+ More mayhem in the extended cut. – Standard featurettes are slightly uninspiring.

EXTRAS

The extended edition means extra gags – and it's all goof... sorry, good. A decent commentary from the film-makers makes up for some distinctly average featurettes.

IT'S BETTER THAN...
AMERICAN PIE 3

IT'S WORSE THAN...
DODGEBALL

Well worth crashing, Wilson and Vaughn make this one of the funniest films of recent times. If only the final third wasn't so disappointing...

72

"LAND OF THE DEAD? WHAT, LIKE THE ISLE OF WIGHT?"

LAND OF THE DEAD THE DIRECTOR'S CUT

George Romero returns to the world of zombie horror and dishes out a lesson in the genre.

STARRING
- Simon Baker
- John Leguizamo
- Dennis Hopper
- Asia Argento
- Robert Joy
- Eugene Clark
- Joanne Boland
- Tony Nappo

DIRECTOR
- George Romero

CERTIFICATE
- 18

PRICE
- £19.99

RELEASE
- Out Now

George A Romero invented the zombie film. Night Of The Living Dead brought the world the genre of the reanimated, brain-hungry undead. But he's been away for a while. Can he reclaim his throne with so many young pretenders all over his territory? The answer's a solid 'yes'.

In Land Of The Dead, Romero moves the story of his original zombie trilogy along to a point where the world is coping with the undead problem by trying to either ignore it or use it. The groaning corpse-people are slowly returning to old life patterns – inhabiting towns and gradually showing signs of evolution. The remainder of the living survive in huge protected cities and they raid the zombie enclosures for supplies. But then the zomboids decide that enough is enough: and decide to strike back.

DEAD RECKONING

Romero always used social satire in his films and Land is no exception: you have Dennis Hopper's scheming rich landowner, desperate to maintain his reputation and protect his wealthy clients. And then there's Simon Baker as the heroic guy-made-good, who decides he's had enough of Hopper's world. And, finally, meet Big Daddy, the 'leader' of the zombies, who's driving the fight against the regular humans. Filled with enough gore to keep horror fans happy, Land Of The Dead is a return to form by a modern master.

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Great zombie action from a master. – Some overdone satire blunts the edges.	+ Brutal violence can genuinely shock. – One or two hammy performances	+ A day with the Shaun Of The Dead boys is the pick of the bunch. – Nothing wrong here.

EXTRAS

The definite highlight – though there's a lot to choose from – is a video diary from Shaun Of The Dead creators Simon Pegg and Edgar Wright, who got to cameo in the film.

IT'S BETTER THAN...
DAY OF THE DEAD

IT'S WORSE THAN...
DAWN OF THE DEAD

A zombie-tastic horror that should thrill established horror fans and newcomers alike. Not for the faint of heart, but terrific stuff all the same.

81

THE DUKES OF HAZZARD: UNSEEN EDITION

STARRING
- Johnny Knoxville
- Seann William Scott

DIRECTOR
- Jay Chandrasekhar

CERTIFICATE
- 15

PRICE
- £17.99

RELEASE
- Out Now

This latest trip to the classic TV well hasn't exactly yielded a decent result. Not by any stretch of the imagination. Dukes Of Hazzard was, mystifyingly, something of a success at the box office, but that's not always a good indication of quality. Dukes proves to be a misfiring wannabe comedy with only a few decent moments here and there. Knoxville and Scott attempt to turn on the charm as the Hazzard cousins, but the spirit of the original show never quite shows up. The movie feels more like a cynical, packaged cash-in (Jessica Simpson's music video, anyone?) than a real tribute to the television Dukes. And whoever cast Burt Reynolds as Boss Hogg deserves to be lynched. Staggeringly bad and hugely insulting. Definitely one to avoid at all costs.

30

THE ISLAND

STARRING
- Ewan McGregor
- Scarlett Johansson

DIRECTOR
- Michael Bay

CERTIFICATE
- 15

PRICE
- £17.99

RELEASE
- Out Now

The Island was supposed to be 2005's alternative blockbuster: an original idea in a summer of sequels and an intelligent stare at genetic/ethical issues from Michael Bay, a man better known for pumping out dumb action fare. Sadly, it fails on both counts – the story seems lifted almost entirely from a 1970's cheapo sci-fi horror – and the film devolves from an interesting start into (you guessed it) a dumb action movie. The first act, in which we're introduced to the cloning facility and the unsuspecting clones who all think they're the survivors of an apocalypse, is fascinating, well thought-out stuff. But when Ewan McGregor's Lincoln discovers the truth and goes on the run, Bay can't help but stick to type. Disappointing, all told.

51

Films from another space and time

ANIMANIA

TRIGUN: VOLUME 4

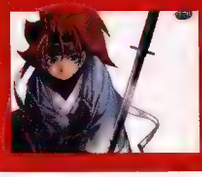
Another month, another volume of the world's greatest anime series. This one sees the arrival of badass Nicholas D. Wolfwood, a gun-happy God-botherer with a crucifix-shaped motorbike on his back. Yes, really. As ever, all manner of nasty bandits are after hero Vash, seeking the 60 billion 'double dollar' bounty, and you know what that means – the best gun battles you'll ever see.

91

DNANGEL: DAWN OF DARK

Due to a quirk of genetics, DNAngel hero Daisuke's been cursed with an affliction that's sure to put some major kinks in his relationships with the opposite sex. You see, whenever he gets all hot and bothered over a girl, Daisuke is transformed into the legendary thief Phantom Dark. Obviously. Cue an hour of relationship drama and outrageous fighting.

83



PEACEMAKER: INNOCENCE LOST

Declared by fans to hold the record of "most amount of blood from one sword slash," Peacemaker is set in 19th century Japan at the beginning of the Meiji period. Fans of samurai action and intrigue can expect a mix of merciless action and hilarious comedy, while world cinema fans will appreciate the gorgeous animation and character design. This will pump your sack.

88

ALSO RELEASED

BAD NEWS BEARS

Released Out Now Cert 12 Price £19.99

Richard Linklater tries to forge another School Of Rock with this Billy Bob Thornton remake. He's successful, though this baseball comedy is only fitfully funny.

80

HELLBOY: DIRECTOR'S CUT

Released Out Now Cert 12 Price £19.99

An extended (well, 10 minutes) cut of Guillermo Del Toro's comic book adaptation. There's a lot of repetition from the first DVD, though, so it's for huge fans only.

85

LOST: SEASON 1 PART 2

Released Out Now Cert 15 Price £34.99

The second half of TV's most exciting show continues the quality. Just what is the secret of the [spoiler deleted]? Who are the [spoiler]? And who will [spoiler]?

89

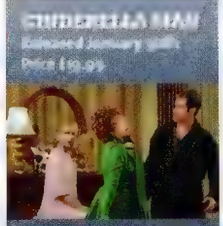
STEALTH

Released Out Now Cert 12 Price £19.99

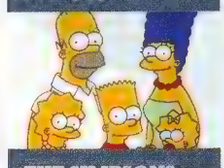
xXx director Rob Cohen returns with an action thriller about a computer-flown warplane that goes HAL and decides to complete its own missions. Silly nonsense.

40

COMING SOON



BEWITCHED
Released January 30th
Price £19.99



THE SIMPSONS: SEASON 7
Released January 30th
Price £19.99

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PSM
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ESSENTIAL
PSP
ON THIS DISC:
Movie Software
25 Game saves
50 Audio Game Reviews
50 Wallpapers
EVERYTHING YOU NEED TO PLAY MOVIES, GAMES AND CUSTOMISE YOUR PSP!

ESSENTIAL PSP

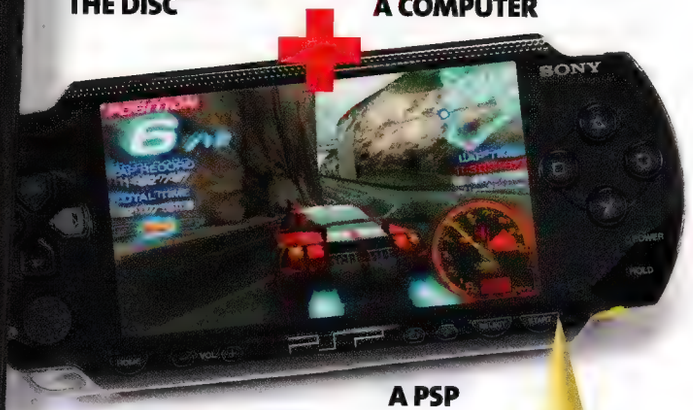
How to use your free Essential PSP disc – only available with PSM2.

START HERE!

This issue we've given you not one, but TWO discs: Your DVD Video disc (crammed with footage of the latest games) and an incredible second disc loaded with goodies especially for your PSP. Here's how to lock and load it.

To get data off your disc and into your PSP, you're going to need these things:

THE DISC **A COMPUTER**



A PSP

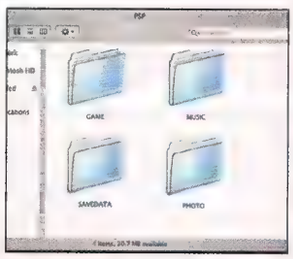
A USB CONNECTION LEAD **AN ABILITY TO FOLLOW CLEAR INSTRUCTIONS**

WHAT'S A USB LEAD?

You'll need a lead like this. It has a USB plug on one end and a mini-USB plug on the other. You can get leads like this at any electronics store or you may have got one free with your digital camera. Alternatively, if you got a PSP Gigapack then you got one in the box. Either way, if you have a USB cable that fits in the slot at the top of your PSP then you're in business.

BEFORE YOU BEGIN!

We're going to assume that you formatted the memory card in your PSP before you began using it. This puts the correctly named folders on your memory card – folders you'll need to store music, game saves and photos (all of which and more are on our free PSM2 PSP disc). Formatted your stick? Great, away you go. Not formatted your stick? Not got any folders on there called 'Music', 'Photos' and the like? Then head left on the main menu to 'Settings', go down to 'System Settings' down to 'Format Memory Stick' and press ⊗ to erase it and get the right folders. Got a game save on there you don't want to lose? Connect up via USB (see below), drag your game save to your computer's desktop (thus copying it there) and THEN format your card. Once formatted, you can drag your copied game save back from your computer's desktop into the new 'Save Game' folder.



FOLDER HOLDER: Got folders like this inside your Memory Stick's PSP folder? Great!

FORMAT BIANCO: If you haven't got the folders best format (ie, wipe) your stick.

STEP 1
Connect your PSP to your computer using your USB lead.

PSM
ESSEN
PS
Presented free with PSM2 71, February 2006
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Future

STEP 2
Put your Essential PSP disc into your computer.

8 STEPS TO PSP HAPPINESS!

STEP 3
Engage USB mode on your PSP. This is done by heading left on the main menu (press 'Home' to quit the game and go to the main menu) and selecting 'Settings'. Head up to 'USB Connection' and press ⊗.

STEP 4
Your computer should, after a few seconds, recognise your PSP and it'll appear as an extra hard-drive. If you're using a PC, double-click on My Computer and look for something called 'Removable Disc (E:)' or somesuch. On a Mac, a new External Drive will appear on the desktop.

STEP 5
Double click on this new External Drive to open it. This is your PSP's Memory Card. If your card is formatted on your PSP (see the Before You Begin box) you'll see a folder called 'PSP'. Inside this are folders called 'Photos', 'Music' and 'Savedata'. Putting stuff onto your PSP or copying data from it is now a simple matter of dragging to these folders. Don't be afraid to double-click on these folders to see what's currently on your PSP. Don't want what's in there any more? Then you can delete it from here.

STEP 6
You're now ready to get data from our disc (or from your PC if you have pics and music laid around) and onto your PSP. Depending on which size you have (anything from 32Mb to 1Gb), you'll either be able to get on everything on the disc or will have to dip in and do a bit at a time. Open our disc in the usual way (double-click the disc icon in My Computer, or on the desktop if you're using a Mac).

STEP 7
Inside you'll see folders called 'Game Saves', 'Audio Reviews', 'Wallpapers' and 'Software'. Double-click each to open then drag the files you want from each to the folders on your Memory Stick. Thus:

Wallpapers	COPY TO	Photo folder on PSP
Game Saves	COPY TO	Savedata folder on PSP
Audio Reviews	COPY TO	Music folder on PSP
Software	COPY TO	Your computer's desktop

STEP 8

Remember! Always disconnect properly! Don't just pull that USB lead out when you've finished copying to PSP! You've got to Eject your PSP properly. This is done (on most 'modern' PCs) by clicking on the USB Manager icon that appears in the taskbar at the bottom of the screen. Down there. By the clock. Click here and choose 'Stop USB Mass Storage Device'. Now you can exit USB Mode on your PSP by pressing ◎ and pulling out the wire.

WALLPAPERS

On your disc, you'll find 50 wallpapers featuring our some cracking game art. These can replace the standard backgrounds on you PSP and make it altogether more classy. Pick your favourite from the browser below and copy it to the stick. Or drag a few over and swap them around when you feel like a change.

Drag across the number of the wallpaper you want. Disconnect properly, then view the image (go to 'Photos', scroll to the pic and hit ⊗). Press △ to bring up the options menu, then choose 'Set As Wallpaper'.

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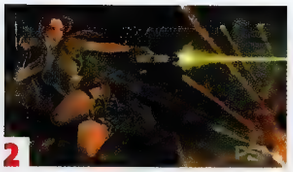
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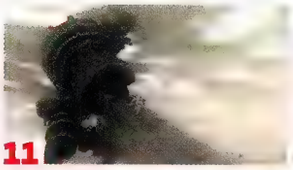
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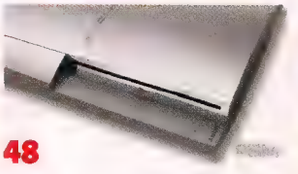
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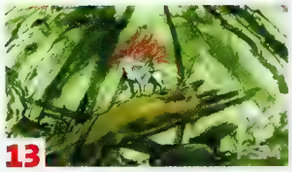
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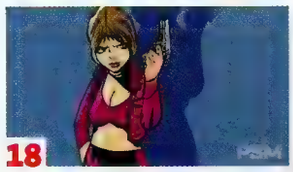
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AUDIO REVIEWS

Regular readers have enjoyed our no-holds-barred reviews commentary on our DVDs for years now. We chat about what we've played and usually end up giving some poor game a brutal kicking in the process. They're the reviews that – if we were to print them in the mag – would put us all in prison. And now we've encoded 50 of our most recent rants to MP3 so you can enjoy them on your PSP. Simply copy the entire 'Audio Reviews' folder into your PSP's 'Music' folder. And that's it. Select 'Music', click the 'Audio Reviews' folder and treat your ears to your choice of fifty soundtracks.

GAMESAVES

There are 25 great game saves on our disc. To use them, open the folder for the game you want then copy the folder inside (usually called something like UCES, for example...) to your Save Data folder on your PSP. Check the Save Data menu on your PSP to see if they're over intact, then start up your game and load them to get the following outrageous benefits:

APE FEAR: Banished! Unlock the whole game with our game save.

APE ESCAPE ACADEMY: All mini-games and boss battles unlocked.
BURNOUT LEGENDS: 100% complete.
CODED ARMS: Infinity level 22, files decoded: 44.
F1 GRAND PRIX: All cars unlocked.
FIFA 06: Squads updated.
FIRED UP: 100% complete, all gold medals gathered.
GTA: LIBERTY CITY STORIES: All main missions completed, 100 packages.
LOTR TACTICS: Completed campaign mode: the Fellowship.
MEDIEVIL: RESURRECTION: All items and all levels open.
METAL GEAR ACID: 200/204 cards, before last boss, game complete twice.
MIDNIGHT CLUB 3: 100% completed and all class A cars.
NFL STREET 2 UNLEASHED: All cheats unlocked on profile.
NFS: UNDERGROUND RIVALS: All races, all cars unlocked.
PURSUIT FORCE: All missions done.
RIDGE RACER: 100% complete, everything unlocked.
SPIDER-MAN 2: 100% complete all levels, all movies/ extras unlocked.
SSX ON TOUR: Start of a new career, with all characters, boards, skis and gear unlocked.
THUG 2 REMIX: 100% complete, including all gaps and all unlockables.
TIGER WOODS 2006: Loads of cash and all attributes at 110%.
TOCA RACE DRIVER 2: 100% career, all cars, tracks and movies unlocked.
UNTOLD LEGENDS: BROTHERHOOD OF THE BLADE: Start with a warrior with 999999999 cash and extra 100 attribute/talent.
VIRTUA TENNIS WORLD TOUR: Start at career mode. Rank 1 and over 16m in cash.
WIPEOUT PURE: 100% complete with all downloads.
WORLD SNOOKER CHALLENGE 2005: Grand prix won.
WRC: 100% all cars and tracks.

FORMULA WON: Now there's no need to play the game properly!

TIGER GOODS: Help yourself to loads of cash and maxed out attributes.

MOVIE SOFTWARE

On your disc, you'll find three different pieces of movie software for use on your PC. With these you can convert your DVDs and other movie files to PSP's special MP4 format and get your media to go.

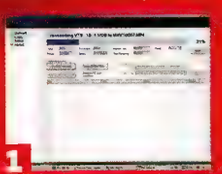
Simply open the Software folder on the disc, chose whether you're using PC or Mac then copy the installation file for the program you want to use to the desktop of your computer. From there, double-click it and let the installer do its stuff. Note: The installation of PSP Video 9 requires internet access as it retrieves the latest essential files over the net. Installation takes a while, but it's worth it in the end.

HOW TO USE PSP VIDEO 9

PSP Video 9 is one of the easiest to use and most powerful PSP converters around. It can take practically any type of media file and convert it effortlessly to PSP standard. First double-click the icon to start the program. Now click 'Convert' over in the top left corner of the screen to open the conversion screen. From here press 'One Click Transcode' in the centre portion of the screen to open up a browser window. Then just go to the file you want to convert. This can be a file on your computer (AVI, MOV, WMA, VOB, whatever) or a file on a DVD movie (see the Getting Video Off DVDs box).

You can convert at a range of different qualities (which can save stick space) but we'll stick with the defaults for our demo. Double-click on the file you want to convert and the program flies into action [1]. A progress bar at the top of the screen shows you how long the conversion has got to go (converting a full DVD movie can actually take hours, unfortunately) and you can see the name that the program has given the file – this is always M4V – five numbers – .MP4. It's important that you don't change this name. Video files have to be named in this way for your PSP to read them. Barmy, we know.

When it's finished, you've got a brand new MP4 file added to your Library. Time to plug in your PSP. Connect her up, and engage USB Mode on the PSP (see earlier). Now click 'Copy' over on the left hand menu column. This will take you to your Library screen [2]. In the left column you'll see all your video files – their MP4 names and their 'real names' – and on the right you'll see the video content of your PSP. Also, there's a brilliant little pie chart thing at the bottom that shows how much stick space you've used. Click the file you want to move to your PSP and press 'Copy Video to PSP'. And that's it. Don't forget to Eject your PSP properly, then choose 'Video' on you PSP. There's even a little 'thumbnail' of the vid to help you choose. Select a movie and hit ⊗ to play it [3].



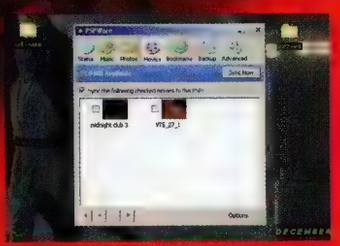
folder. Inside there are lots of files. Each is a piece of video in a file called a VOB file. Sort the folder by file size and you'll quickly spot one or two files that are much bigger than the others. This (or these) will be the movie itself. Sometimes a movie is split over two or more files.

You can get free software that will combine VOB files to form one easy to manage file (check www.download.com and search for 'VOB') but you can just drag your chosen VOB to the likes of PSP Video 9. It's that easy.

HOW TO USE PSP WARE

THIS ONE WORKS ON MACS TOO!

PSP Ware is even easier to use, but has less options for tweaking video quality. Connect your PSP to your computer, engage USB Mode, open PSP Ware, click Movies, then drag the video you want to convert into the big empty window. The program will sit converting the file for a while (this could be hours if you're converting a movie). Once it's done you can check it (click the tick box next to the video) then press Sync Now to send it to your PSP.

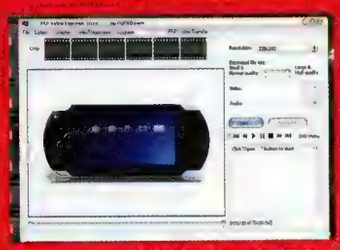


TAKE THE EASY ROUTE: Drag and drop media in the Movies box in PSP Ware an instant MP4 file.

HOW TO USE PSP VIDEO EXPRESS

Start up PSP Video Express in the usual way. This is a very powerful program. The full, non-free version (called PSP Movie Creator) can rip direct from your DVD movie discs. This free version, however, cannot convert DVD VOB files (though it works a treat on your other movie files).

Click Open (over on the right), choose your file and it will begin playing in the main window. Click 'Record It' to begin recording the section you want. Click 'PSP Video Transfer' in the top bar to go to the transfer screen. Highlight the MP4 file (and accompanying THM file) you want to transfer and hit 'Transfer Selected Files' in the top left corner. That ought to do it.



EXPRESS DELIVERY: PSP Video Express is a 'lite' version of an even more powerful program.

GETTING VIDEO OFF YOUR DVDS

The DVD Video disc is really nothing more than a computer disc with video files on it. Put the DVD in your computer's drive (you do have a DVD drive, right? It won't work if you've just got a CD-ROM drive) and double click the disc in My Computer to open it. Your computer may recognise the disc as a DVD video and begin playing it. If so, turn off your DVD player software.

On the disc you'll see two folders: VIDEO_TS and AUDIO_TS. Open the VIDEO_TS

Mobile Games

MIDNIGHT POKER

Once you're at the table, there's no room for joking around. Your opponents will use their ultra-realistic artificial intelligence to wipe out your savings in no time, if you let them do it! All the characteristics of a real Texas Hold'em game have been included in this ultra-realistic simulation created by true Poker lovers.

Play 50

FOUR FOUR TWO TRIVIA QUIZ

FourFourTwo Trivia™ Quiz offers you the chance to test your knowledge in the ultimate football quiz on mobile! Start off with the National Cup. Winning this title will unlock the European Cup, and a victory at the European cup will unlock the International Cup! Are you up for the challenge!

Play 44

WAR OF THE WORLDS

War of the Worlds™ consists of 13 levels of pure shooting action in 5 different environments inspired by the film and its universe. You will marvel at the amazing graphics depicting Osaka, London, and New York as they are overcome by the tripods. In order to maximize your score, you must destroy as much as possible.

Play 42

MIDNIGHT POOL

Midnight Pool™ brings you into the competitive universe of a genuine American pool hall. You will face 8 original players, none of whom are ever at a loss for words! Choose from 3 available characters, then unlock the others in Tournament mode, where you can play with the rule set of your preference.

Play 39

ASPHALT URBAN GT2

Remarkable courses in the streets of 8 famous cities while you're behind the wheel of 8 cars and two special motorcycles: that's Asphalt Urban GT™2. The goal is simple—keep winning races to uncover new racing circuits and vehicles, customize your hotrod, and make the Pussycat Dolls purr!

Play 52

SPLINTER CELL CHAOS THEORY

For the first time in the Splinter Cell™ series for mobile phones, you can use brand new weapons to confront your enemies, like Knives, Drones, Grenades and your enemies even have sniffer dogs to track you down in the dark!

Play 41

MIDNIGHT BOWLING

Besides the authentic spirit of the game, Midnight Bowling takes you to all of the hottest bowling alleys, from Star Light to Ocean Alley. Each time you'll discover a different, but alluring setting. Exceptional gameplay, including the exclusive spin control: even after you've thrown the ball, guide it right towards a strike!

Play 52

NEW YORK NIGHTS

New York Nights™ is a new kind of simulation game, with funny and unexpected situations. Thanks to its intuitive gameplay, for the first time on your mobile phone you can live and interact in New York: do bodybuilding, go to a concert, even dance in a nightclub!

Play 40

BROTHERS IN ARMS

You are a soldier in a paratrooper squad who must successfully overcome all of the obstacles, from the chaotic beaches, to the African desert where the menacing regiments of the Afrikacorps wait for you with determination. Inspired by historical events, this game gives players thrills worthy of a Hollywood blockbuster

Play 51

SEXY POKER 2004

Play saucy strip poker whenever you want. Animated using brand artificial intelligence, the sensual partners take great pleasure in adding a little fantasy to your mobile. But watch out, these girls aren't easy and they all have strong personalities.

Play 10

MEDIEVAL COMBAT

Medieval Combat™ offers perfect gameplay and flavors spectacular attacks: destroy parts of your adversary's armor in order to deliver increasingly deadly blows. The more you hit your opponent, the more you increase your magic gauge, to the point where you can unleash a devastating fury!

Play 49

2005 REAL FOOTBALL

2005 Real Football™ features realistic and extremely detailed animations (dribbling, scissor kicks etc), and captures the ambiance of a real match! These features, combined with graphics based on authentic 3D models, intuitive gameplay and improved artificial intelligence, make 2005 Real Football™ the leader in football games.

Play 43

To order a single game text the Item Code to 68111
eg. to order Asphalt Urban GT text Play 36 to 68111

TRAIN WITH THE BEST

Martial Arts Videos

now on your mobile!

ATTACK2

Watch Ian Freeman show you what fighting methods work best on the street.

ANTON VAN THOMAS

Wing Chun Master

ATTACK1

IAN 'THE MACHINE' FREEMAN

UFC Veteran

ATTACK3

MICHAEL WONG

Tai Chi Combat

DEADLY ATTACKS

ATTACK5

NEIL ADAMS

British Olympian MBE

Some of the techniques shown: How to defend yourself and attack when the fight goes to the ground. Brazilian Jiu Jitsu World Champion shows you how its all done.

British National Olympic Team coach Neil Adams MBE shows you effective Judo techniques that work in real life situations. No fancy moves here - just real methods that could save your life.

ATTACK4

Cage Rage Mixed Martial Arts

DAVE O'DONNEL

This is your amazing chance to get up close and personal with some of the best martial artists from around the world, don't miss it...

Full colour and sound demonsration videos, showing effective street techiques. Learn what each art has to offer against various forms of attacks. All techniques are shown from numerous angles in slow speed with detailed instructions for easy learning. All the videos are taught in English for easy learning.

To subscribe just text the item code to 83535 eg. to order ATTACK4 just text ATTACK4 to 83535

Animations And Videos

Get the latest Simpsons animations in our club

To subscribe text SIMPSONS to 83535

Very Funny don't miss it!

To subscribe text BARTVID to 83535

Old Skool Ringtones

Ryu	11
Ken	23
[illegible]	46
Guile	47
Chun-Li	104
E-Honda	121
[illegible]	122
Zangief	123
[illegible]	133

STREET FIGHTER II

Only £1.50

Get the stage music from your favorite characters from this old skool classic. Text your character name to 83535 to order now

To order just text the name to 83535 eg. to order Ryu just text Ryu to 83535

If you need help ordering any product please call our helpline on 0870 8554194

Terms & Conditions. You must be 18 years old or over to use these services. By selecting a wallpaper, game, video or animated gif you are agreeing to download and view that wallpaper, game, video or animated gif. You will be billed the amount shown via reverse SMS. All phones must be colour and WAP enabled. Additional GPRS or GMS data transfer costs apply. No liability is accepted for any delay omissions or damage or loss of data incurred by any party. Games cost £4.50. Ringtones cost £1.50 each. Deadly attacks service is subscription service costing £4.50/week. Each video costs £1.50. You receive 3 videos/week. To opt out text back the keyword you used to opt in followed by stop or stop. The Simpsons video and animation service are subscription services costing £6.00/week. You receive 2 videos or animations/week. To opt out text simpsons stop or bartvid stop or stop at any time.

How HOT is your girl?

Think that your girlfriend is HOT property?

Why not send us a short video or photo and let us decide. Each winner every month gets their chance to star in a professional photo shoot and a cash prize of £100 pounds.

Send us an MMS message with the attachment no bigger than 100kb. Text your entries to 87840 382185. Each entry costs £1.50

Hentai Animations

Only £1.50 each

Join the SEXY Manga Girls club now! To Subscribe text

HENTAI to 83535

To order a hentai girl animation just text hentai to 83535

Spoof Videos Only 75p each

Watch the Bush & Saddam Gansta Rap, as they both go to WAR with their outrageous lyrics, to subscribe text

SPOOF to 83535

Get these hilarious Videos & News Bulletins in the UKs best spoof videos club

Pole Dancing

Get these fantastic High Quality videos in the Pole Dance club. To Subscribe Text

STRIP to

89095

Let us entertain you

To order your very own personal lapdance text STRIP to 89095

£1.50 each

Video Babes

£1.50 each

Join the club. To subscribe just text the name of the girl to 89095 eg. to order Candy text CANDY to 89095

The Hentai service is a subscription service costing £4.50/week. Each animation costs £1.50. You receive 3 animations/week. To opt out text hentai stop or stop. The Video Babes service is a subscription service costing £4.50/week. Each video costs £1.50. You receive 3 videos/week. To opt out text back the keyword you used to join followed by stop or stop. The spoof videos service is a subscription service costing £4.50 per week. Each animation costs 75p. You receive 1 video/day. To opt out text spoof stop or stop. The Pole dancing service is a subscription service costing £4.50/week. Each dance video costs £1.50. You receive 3 videos/week. To opt out text strip stop or stop. Games provider Gameloft Ltd. All rights reserved. For customer support please email us at customerservices@urmob.com or call us on 08708554194 Mon-Fri

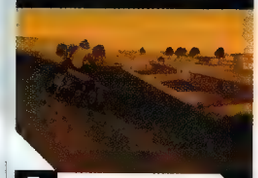
PSM Presents...

The Truth

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge at your fingertips.

TOP FIVE

ACTION GAMES



1. GTA: SAN ANDREAS
2. RESIDENT EVIL 4
3. GOD OF WAR
4. ONIMUSHA 3
5. DEVIL MAY CRY

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY 2
5. KILLZONE

PLATFORMERS

1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. PSYCHONAUTS
4. SLY 3
5. BEYOND GOOD AND EVIL

GAME NAME	ISSUE	SCORE	AWARD
13 (XIII)	42	87%	
187: RIDE OR DIE	66	72%	
2002 FIFA WORLD CUP	22	71%	
7 BLADES	11	72%	
7 SINS	63	58%	
50 CENT: BULLETPROOF	70	48%	
ACE COMBAT 4: SHATTERED SKIES	17	80%	
ACE COMBAT 5	57	79%	
ACTIVISION ANTHOLOGY	36	40%	
AGE OF EMPIRES 2	15	76%	
AGGRESSIVE INLINE	24	83%	
AIRBLADE	16	77%	
ALIAS	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	15	65%	
ALIEN HOMINID	61	74%	
ALL-STAR BASEBALL 2004	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	15	66%	
ALTERED BEAST	61	42%	
ANIMANIACS: THE GREAT EDGAR HUNT	64	62%	
APE ESCAPE 2	30	80%	
AQUA AQUA	04	71%	
ARCTIC THUNDER	16	58%	
ARC: TWILIGHT OF SPIRITS	46	68%	
AREA 51	62	79%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	11	47%	
ARMY MEN RTS	24	56%	
ARMY MEN: SARGE'S HEROES 2	09	40%	
ASTRO BOY	61	69%	
ATHENS 2004	51	51%	
A-TRAIN 6	49	60%	
ATV OFFROAD FURY 2	40	73%	
ATV OFFROAD FURY 3	68	74%	
ATV QUAD POWER RACING 2	33	68%	
ASTERIX AND OBELIX XXL	46	60%	
AUTO MODELLISTA	28	80%	
BAD BOYS 2	48	51%	
BACKYARD WRESTLING	42	45%	
BACKYARD WRESTLING 2	56	46%	
BALDUR'S GATE: DARK ALLIANCE	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	04	82%	
BARBARIAN	44	66%	
THE BARD'S TALE	60	74%	
BASS STRIKE	18	64%	
BATMAN BEGINS	65	41%	
BATMAN VS. THE ARMY OF TSU	44	43%	
BATTLE ENGINE AQUILA	31	78%	
BATTLEFIELD 2: MODERN COMBAT	68	82%	
BATTLESTAR GALACTICA	44	59%	
BEAT DOWN: FISTS OF VENGEANCE	67	54%	
BEN HUR: BLOOD OF BRAVES	34	42%	
BEYOND GOOD AND EVIL	42	82%	
BIG MUTHA TRUCKERS 2: TRUCK ME HARDER	65	52%	
BRIAN LARA INTERNATIONAL CRICKET	64	60	
BLACK HAWK DOWN	64	59%	
BLOOD OMEN 2	22	79%	
BLOODRAYNE	36	67%	
BLOODRAYNE 2	63	39%	
BLOODY ROAR 3	11	79%	
BLOOD WILL TELL	57	60%	
BLOWOUT	58	49%	
BMX XXX	30	58%	
BOMBERMAN HARDBALL	65	60%	
BOMBERMAN KART	41	51%	
BOUNCER, THE	11	66%	
BOXING CHAMPIONS	41	40%	
BREATH OF FIRE: DRAGON QUARTER	41	70%	
BRITNEY'S DANCE BEAT	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	60	82%	
BROTHERS IN ARMS: EARNED IN BLOOD	68	84%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	41	74%	
BURNOUT	15	88%	
BURNOUT 2: POINT OF IMPACT	28	91%	
Beautiful, emotional racing that you have to play to fully appreciate.			
BURNOUT 3: TAKEDOWN	54	93%	
Smooth, fast and online too. You'd be a fool not to buy it			
BURNOUT REVENGE	67	93%	
As astonishing as ever, and as pure a videogame as you'll ever see.			
BUZZ! THE MUSIC QUIZ	68	84%	
CABELA'S DANGEROUS HUNTS	53	57%	
CALL OF DUTY: FINEST HOUR	56	87%	
CALL OF DUTY 2: BIG RED ONE	70	86%	
CAPCOM FIGHTING JAM	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	17	83%	
CAPCOM CLASSICS COLLECTION	68	53%	
CART FURY	12	65%	
CASPER: SPIRIT DIMENSIONS	22	48%	
CASTLEWEEN	30	45%	
CATWOMAN	52	30%	
CEL DAMAGE OVERDRIVE	36	50%	
CHAMPIONSHIP MANAGER 5	63	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	47	82%	
CHAMPIONS: RETURN TO ARMS	60	69%	

GAME NAME	ISSUE	SCORE	AWARD
CHAOS LEGION	39	86%	
CHARLIE AND THE CHOCOLATE FACTORY	66	31%	
CHOROQ	64	25%	
CHOPLIFTER: CRISIS SHIELD	35	48%	
CHRONICLES OF NARNIA	69	67%	
CIRCUS MAXIMUS: CHARIOT WARS	25	55%	
CLOCK TOWER 3	37	59%	
CLUB FOOTBALL	42	61%	
CLUB FOOTBALL 2	55	67%	
COLIN MCRAE RALLY 04	40	92%	
A defining moment for rally games. If you like rallying, get it.			
COLD FEAR	60	83%	
COLD WINTER	62	80%	
COLIN MCRAE RALLY 2005	54	88%	
COLOSSEUM: ROAD TO FREEDOM	65	51%	
COMBAT ELITE: WW2 PARATROOPERS	52	77%	
COMMANDOS 2: MEN OF COURAGE	24	79%	
CONFLICT: DESERT STORM	27	78%	
CONFLICT DESERT STORM 2	39	88%	
CONFLICT: VIETNAM	54	76%	
CONFLICT: GLOBAL STORM	67	78%	
CONFLICT ZONE	22	79%	
CONSPIRACY: WEAPONS OF MASS DESTRUCTION	65	23%	
CONSTANTINE	60	60%	
CONTRA: SHATTERED SOLDIER	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	17	66%	
CRASH 'N BURN	57	46%	
CRASH TAG TEAM RACING	70	74%	
CRASH TWINSANITY	55	49%	
CRAZY TAXI	10	80%	
CRICKET 2005	64	79%	
CRIME LIFE	70	30%	
CRIMSON SEA 2	53	70%	
CRISIS ZONE	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	44	35%	
CY GIRLS	50	74%	
DAKAR 2	34	50%	
DANCE UK	42	67%	
DANCING STAGE FUSION	58	67%	
DANCING STAGE MEGAMIX	36	85%	
DARK ANGEL	34	45%	
DARK CHRONICLE	37	90%	
Debatably better than *Final Fantasy X*...			

GAME NAME	ISSUE	SCORE	AWARD
DARK CLOUD	11	81%	
DARK SUMMIT	21	56%	
DARKWATCH	67	75%	
DAVE MIRRA FREESTYLE BMX 2	14	76%	
DEAD OR ALIVE 2	05	83%	
DEAD TO RIGHTS	38	70%	
DEAD TO RIGHTS 2	65	41%	
DEATH BY DEGREES	60	42%	
DEFENDER	31	76%	
DEF JAM: FIGHT FOR NY	54	86%	
DEF JAM VENDETTA	36	75%	
DESTROY ALL HUMANS	64	83%	
DESTRUCTION DERBY ARENAS	45	42%	
DEUS EX: THE CONSPIRACY	22	88%	
DEVIL KINGS	69	64%	
DEVIL MAY CRY	15	90%	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.			
DEVIL MAY CRY 2	33	72%	
DEVIL MAY CRY 3	60	89%	
DIE HARD VENDETTA	38	54%	
DINO STALKER	26	58%	
DISGAEA: HOUR OF DARKNESS	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	40	78%	
DJ: DECKS & FX	53	74%	
DONALD DUCK PK	30	64%	
DOWNFORCE	23	64%	
DOT HACK INFECTION: PART ONE	47	58%	
DOWNHILL DOMINATION	46	80%	
DRAGON BALL Z: BUDOKAI	30	60%	
DRAGON BALL Z: TENKAICHI	68	74%	
DRAKENGARD	50	75%	
DRAGON RAGE	23	43%	
DRAKAN: THE ANCIENTS' GATES	20	75%	
DRIV3R	50	90%	
Superb in Free Ride, less so in Story Mode, but balls-out fun			
DRIVEN	17	46%	
DRIVEN TO DESTRUCTION	55	65%	
DRIVING EMOTION TYPE-S	01	57%	
DR MUTO	33	59%	
DROME RACERS	31	50%	
DYNASTY TACTICS 2	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	34	69%	
DYNASTY WARRIORS 4	37	80%	
DYNASTY WARRIORS 4: XTREME LEGENDS	46	70%	
DYNASTY WARRIORS 5	63	53%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	18	52%	
EGGO MANIA	27	40%	
EJAY CLUBWORLD	26	84%	
ENDGAME	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	49	62%	
ENTER THE MATRIX	37	81%	
ENTHUSIA PROFESSIONAL RACING	62	77%	
EOE: EVE OF EXTINCTION	22	71%	
EPHEMERAL FANTASIA	12	80%	
ESCAPE FROM MONKEY ISLAND	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	20	55%	
ESPN NBA 2NIGHT 2002	24	72%	
ESPN NFL 2K5	59	83%	
ESPN NHL 2K5	59	71%	
ESPN NHL HOCKEY	44	78%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

ROLE-PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLES
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

FOOTBALL

1. PRO EVOLUTION SOCCER 5
2. FIFA 2005
3. LMA 2004/2005
4. RED CARD SOCCER
5. THIS IS FOOTBALL 2005

BEAT-'EM-UPS

1. SOUL CALIBUR 3
2. TEKKEN 5
3. FIGHT NIGHT ROUND 2
4. HYPER STREET FIGHTER 2
5. THE WARRIORS

ALL-TIME BEST

1. GTA: SAN ANDREAS
2. RESIDENT EVIL 4
3. METAL GEAR SOLID 3
4. PRO EVOLUTION SOCCER 5
5. TIMESPLITTERS 2

GAME NAME	ISSUE	SCORE	AWARD
ESPN X GAMES SKATEBOARDING	15	62%	
ESPN WINTER X GAMES SNOWBOARDING 2	20	69%	
EVERBLUE 2	34	56%	
EVERQUEST ONLINE ADVENTURES	41	70%	
EVERYBODY'S GOLF	67	87%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	37	68%	
EVIL DEAD REGENERATION	70	47%	
EVOLUTION SKATEBOARDING	33	54%	
EVOLUTION SNOWBOARDING	33	43%	
EXTERMINATION	09	78%	
EYE TOY: ANTIGRAV	63	66%	
EYETOY: PLAY 2	56	75%	
EYETOY: PLAY 3	69	70%	
F1 2005	64	83%	
F1 RACING CHAMPIONSHIP	07	66%	
FAHRENHEIT	66	87%	
FALLOUT: BROTHERHOOD OF STEEL	48	46%	
FANTASTIC 4	65	65%	
FANTAVISION	01	85%	
FELLOWSHIP OF THE RING, THE	30	70%	
FERRARI F355 CHALLENGE	27	67%	
FIFA 2005	54	79%	
FIFA 06	67	71%	
FIFA STREET	60	63%	
FIGHT CLUB	59	19%	
FIGHT NIGHT 2004	48	88%	
FIGHT NIGHT ROUND 2	61	89%	
FINAL FANTASY X	**23**	**91%**	
The most life-swallowing RPG of them all.			
FINAL FANTASY 10-2	44	83%	
FINAL FANTASY XI (IMPORT)	49	85%	
FINDING NEMO	41	71%	
FIREBLADE	24	68%	
FIREFIGHTER FD18	49	76%	
FLAT OUT	56	77%	
FLIPNIC	45	76%	
FORBIDDEN SIREN	44	80%	
FORD RACING 3	56	34%	
FORGOTTEN REALMS: DEMON STONE	54	74%	
FORMULA ONE 2004	52	65%	
FREAK OUT	13	79%	
FREAKY FLYERS	42	77%	
FREEDOM FIGHTERS	**40**	**92%**	
An utterly compelling squad-based shooter.			
FREEKSTYLE	25	59%	
FREESTYLE METAL X	40	74%	
FREQUENCY	23	64%	
FULL SPECTRUM WARRIOR	61	85%	
FUR FIGHTERS	10	86%	
FUTURAMA	37	75%	
FUTURE TACTICS	57	64%	
G1 JOCKEY 3	34	43%	
GALERIANS: ASH	34	50%	
GALLOP RACER 2	60	34%	
GAMETRAK: DARK WIND	54	55%	
GAMETRAK: REAL WORLD GOLF	68	74%	
GENJI	66	84%	
GET ON DA MIC	56	49%	
GETAWAY, THE	31	78%	
GETAWAY: BLACK MONDAY, THE	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	62	47%	
GHOST RECON	30	65%	
GHOST RECON: JUNGLE STORM	47	75%	
GHOST RECON 2	57	63%	
GIANTS: CITIZEN KABUTO	17	80%	
GIFT	12	51%	
GITAROO MAN	22	79%	
GLADIUS	42	52%	
GOD OF WAR	**62**	**92%**	
God Of War grabs you by the balls and doesn't let go.			
GOBLIN COMMANDER: UNLEASH THE HORDE	47	65%	
GOLDENEYE: ROGUE AGENT	56	58%	
GRADIUS V	51	83%	
GRAND PRIX CHALLENGE	31	85%	
GRAND THEFT AUTO 3	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive yet.			
GRAND THEFT AUTO: VICE CITY	**29**	**97%**	
The music, the styling, the freedom... (almost) nothing beats it.			
GRAND THEFT AUTO: SAN ANDREAS	**56**	**99%**	
Simply the best game on PS2. Mind-boggling.			
GRAND TOUR RACING GT-R 400	51	53%	
GRAN TURISMO 3	**13**	**93%**	
The most complete racing game yet.			
GRAN TURISMO 4	**59**	**92%**	
Still the most serious racing sim on PS2.			
GRAN TURISMO 4: PROLOGUE	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	28	48%	
GREAT ESCAPE, THE	39	73%	
GREGORY HORROR SHOW	42	70%	
GROOVE RIDER	45	52%	
G-SURFERS	16	49%	
GUILTY GEAR X2	35	84%	
GUILTY GEAR ISUKA	65	79%	
GUMBALL 3000	29	73%	
GUN	69	88%	
GUNBIRD: SPECIAL EDITION	62	39%	
GUNDAM: FEDERATION VS ZEON	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	35	40%	
GUNGRAVE OD	64	71%	
GUN GRIFFON BLAZE	07	70%	
HALF-LIFE	**16**	**90%**	
A port of one of the best PC games ever made. This is a must buy.			
HARRY POTTER AND THE CHAMBER OF SECRETS	31	65%	
HARRY POTTER AND THE GOBLET OF FIRE	70	51%	
HARRY POTTER AND THE PRISONER OF AZKABAN	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	44	55%	
HAUNTING GROUND	62	78%	
HAUNTED MANSION, THE	46	70%	
HAVEN: CALL OF THE KING	29	81%	
HEADHUNTER	19	81%	
HEADHUNTER: REDEMPTION	53	53%	
HERDY GERDY	21	69%	
HEROES OF THE PACIFIC	67	79%	
HIGH HEAT MAJOR LEAGUE BASEBALL	24	71%	
HITMAN 2: SILENT ASSASSIN	28	89%	
HITMAN: CONTRACTS	**49**	**90%**	
A game that promotes experimentation and plays brilliantly.			
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	31	51%	
HULK, THE	38	70%	
HUNTER WAYWARD: THE RECKONING	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	46	89%	
ICO		85%	
INCREDIBLE HULK: ULTIMATE DESTRUCTION	66	88%	
INCREDIBLES, THE	57	72%	
INCREDIBLES: RISE OF THE UNDERMINER	70	50%	
INDIANA JONES AND THE EMPEROR'S TOMB	39	80%	
INDYCAR SERIES 2005	53	63%	
I-NINJA	45	85%	
INTERNATIONAL CUE CLUB	24	56%	
ISLAND EXTREME STUNTS	33	65%	
ISS3	34	78%	
ITALIAN JOB: LA HEIST, THE	40	51%	
JADE COCOON 2	22	70%	
JAK & DAXTER	18	85%	
JAK 2: RENEGADE	**40**	**93%**	
Vast, well-built and bursting with distractions.			
JAK 3	56	88%	
JAK X	68	84%	
JAMES BOND 007: EVERYTHING OR NOTHING	46	77%	
JAMES BOND 007: FROM RUSSIA WITH LOVE	69	69%	
JAMES BOND 007 IN AGENT UNDER FIRE	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	30	78%	
JET SKI RIDERS	18	38%	
JONNY MOSELEY MAD TRIX	20	38%	
JUDGE DREDD: DREDD VS DEATH	40	83%	
JUICED	62	68%	
JUNGLE BOOK GROOVE PARTY	10	50%	
JURASSIC PARK: OPERATION GENESIS	34	61%	
KATAMARI DAMASHII	49	83%	
KARAOKE STAGE	49	85%	
KENGO	09	60%	
KELLY SLATER'S PRO SURFER	28	75%	
KESSEN II	20	66%	
KESSEN III	61	82%	
KILLSWITCH	44	78%	
KILLER7	64	83%	
KILLZONE	55	88%	
KING ARTHUR	57	37%	
KING OF FIGHTERS 2002	64	58%	
KING OF FIGHTERS: MAXIMUM IMPACT	61	79%	
KING OF ROUTE 66	41	44%	
KINGDOM HEARTS	29	88%	
KING KONG	69	72%	
KLONOA 2	10	73%	
KNIGHT RIDER 2	57	21%	
KNOCKOUT KINGS 2001	07	79%	
KNOCKOUT KINGS 2002	21	83%	
KURI KURI MIX	10	78%	
KYA: DARK LINEAGE	45	73%	
LA PUCELLE TACTICS	52	80%	
LA RUSH	67	75%	
LEGEND OF KAY	59	69%	
LEGENDS OF WRESTLING 2	33	68%	
LEGION: LEGEND OF EXCALIBUR	27	70%	
LEGO STAR WARS	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	58	55%	
LE MANS 24 HOURS	12	73%	
LETHAL SKIES	27	63%	
LETHAL SKIES 2	48	68%	
LE TOUR DE FRANCE	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	38	71%	
LMA MANAGER 2005	55	80%	
LMA MANAGER 2006	68	85%	
LONDON RACER: WORLD CHALLENGE	40	59%	
LOONY TUNES SPACE RACE	19	65%	
LORD OF THE RINGS: RETURN OF THE KING	43	84%	
LORD OF THE RINGS: THE THIRD AGE	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	29	76%	
LOTUS CHALLENGE	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	38	79%	
MADAGASCAR	65	56%	
MADDEN NFL 2005	54	82%	
MADDEN NFL 2006	69	85%	
MAD MAESTROS	22	70%	
MAFIA	46	71%	
MAKAI KINGDOM	70	83%	
MALICE	51	60%	
MARK OF KRI, THE	33	74%	
MARVEL NEMESIS: RISE OF THE IMPERFECTS	68	41%	
MARVEL VS CAPCOM 2	29	84%	
MASHED: FULLY LOADED	62	70%	
MASTER RALLY	24	55%	
MATRIX: PATH OF NEO	69	81%	
MAXIMO	20	84%	
MAXIMO VS THE ARMY OF ZIN	42	81%	
MAX PAYNE	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	45	65%	
MDK2 ARMAGEDDON	09	76%	
MEDAL OF HONOR: EUROPEAN ASSAULT	64	52%	
MEGA MAN X8	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	26	42%	
MERCENARIES	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	41	87%	
METAL GEAR SOLID 2	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype.			
METAL GEAR SOLID 3	**57**	**97%**	
We didn't think it could get better. We were wrong. A masterpiece.			
METAL GEAR SOLID 2: SUBSTANCE	33	78%	
METAL SLUG 3	55	79%	
MIAMI VICE	58	13%	
MICRO MACHINES	30	59%	
MIDNIGHT CLUB 2	37	80%	
MIDNIGHT CLUB 3: DUB EDITION	**61**	**91%**	
The street racing genre at its peak, *Dub Edition* is sex on wheels.			
MIDWAY ARCADE TREASURES	45	48%	
MIDWAY ARCADE TREASURES 2	55	71%	
MIDWAY ARCADE TREASURES 3	67	12%	
MIKE TYSON HEAVYWEIGHT BOXING	23	61%	
MINORITY REPORT	31	60%	
MONKEY MANIA	60	69%	
MONSTER HUNTER	62	70%	
MONSTERS, INC	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	33	85%	
MORTAL KOMBAT: DECEPTION	54	85%	
MORTAL KOMBAT: SHAOLIN MONKS	67	82%	
MOTO GP3	35	74%	
MOTO GP4	63	78%	
MOTOR MAYHEM	15	63%	
MR GOLF	34	56%	
MR MOSKEETO	22	52%	
MTV MUSIC GENERATOR 2	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.			
MTX MOTOTRAX	49	79%	
MUMMY RETURNS, THE	17	46%	
MUSIC 3000	35	81%	
MX 2002	14	78%	
MX RIDER	15	62%	
MX SUPERFLY	27	72%	
MX UNLEASHED	48	75%	
MX VS. ATV: UNLEASHED	61	78%	
MYSTIC HEROES	34	67%	
NANO BREAKER	59	59%	
NARC	62	45%	
NBA 2K3	35	70%	
NBA BALLERS	53	82%	
NBA JAM	42	77%	
NBA LIVE 2004	42	84%	
NBA STREET VOLUME 2	35	85%	
NBA STREET VOLUME 3	60	87%	
NEED FOR SPEED 2	55	87%	
NEED FOR SPEED: MOST WANTED	69	88%	
NEXT GENERATION TENNIS 2003	38	55%	
NFL STREET	46	64%	
NFL STREET 2	61	55%	
NHL HITZ 2003	28	80%	
NHL HITZ: PRO	42	80%	
THE NIGHTMARE BEFORE XMAS: OOGIE'S REVENGE	67	61%	
NIGHTSHADE	46	73%	
NINJA ASSAULT	27	71%	
NINJABREAD MAN	69	32%	
NO ONE LIVES FOREVER	21	71%	
NY RACE	17	40%	
OBSCURE	54	80%	
ONI	07	62%	
ONIMUSHA 2	27	89%	
ONIMUSHA 3	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals.			
ONIMUSHA: BLADE WARRIORS	45	75%	
OPERATION WINBACK	08	68%	
OUTLAW GOLF 2	57	78%	
OUTLAW VOLLEYBALL REMIXED	68	50%	
PAC-MAN WORLD 2	33	75%	
PARAPPA THE RAPPER 2	16	75%	
PARIS-DAKAR RALLY	15	60%	
PERFECT ACE PRO TENNIS	38	38%	
PETER PAN: LEGEND OF NEVERLAND	20	50%	
PILOT DOWN: BEHIND ENEMY LINES	65	53%	
PITFALL: THE LOST EXPEDITION	47	71%	
PIRATES: LEGEND OF BLACK KAT	21	38%	
PLAYBOY: THE MANSION	60	51%	
POLICE 24/7	19	49%	
POOL MASTER	05	45%	
POOL PARADISE	48	72%	
POOL SHARK 2	7	56%	
PORTAL RUNNER	16	55%	
PREDATOR: CONCRETE JUNGLE	63	58%	
PREMIER MANAGER	31	80%	
PREMIER MANAGER 2004/2005	57	63%	
PRIDE FC	34	75%	
PRIMAL	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	56	87%	
PRINCE OF PERSIA: THE TWO THRONES	70	77%	

PRISONER OF WAR	24	73%	
PRO EVOLUTION SOCCER 4	**55**	**94%**	
Incredible customisation and sublime control. Vital.			
PRO EVOLUTION SOCCER 5	**68**	**93%**	
The best Pro Evo yet – the most satisfying football game ever.			
PROJECT EDEN	14	86%	
PROJECT: SNOWBLIND	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	45	82%	
PRO RALLY 2002	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	52	86%	
PSYCHONAUTS	**65**	**90%**	
Explore the mental landscapes of certified nutters. Superb.			
PTO IV	48	41%	
PUNISHER, THE	60	82%	
PUYO POP FEVER	46	85%	
QUAKE 3 REVOLUTION	08	85%	
RAINBOW SIX 3	47	77%	
RAINBOW SIX 4: LOCKDOWN	67	68%	
RALLY CHAMPIONSHIP	24	56%	
RAPALA PRO FISHING	65	40%	
RATCHET & CLANK	**29**	**91%**	
A labour of love on every crafted level. Great stuff.			
RATCHET & CLANK 2	42	85%	
RATCHET & CLANK 3	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must.			
RATCHET GLADIATOR	69	85%	
RAYMAN	18	48%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

The Truth

SCANDALOUS GOSSIP,T, ZERO BULLSHIT

GAME NAME ISSUE	ISSUE	SCORE	AWARD
RAYMAN REVOLUTION	05	68%	
RAYMAN 3: HOODLUM HAVOC	34	80%	
RC REVENGE PRO	04	56%	
READY 2 RUMBLE: ROUND 2	04	82%	
RED CARD	23	80%	
RED DEAD REVOLVER	49	86%	
RED FACTION	11	88%	
RED FACTION 2	29	85%	
RED NINJA: END OF HONOUR	61	73%	
REIGN OF FIRE	30	71%	
RESIDENT EVIL 4	**68**	**97%**	
Beautiful, visceral, horrifying and absolutely essential. Get it.			
RESIDENT EVIL CODE: VERONICA X	13	80%	
RESIDENT EVIL: DEAD AIM	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	20	41%	
RESIDENT EVIL OUTBREAK	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	67	68%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	38	80%	
REZ	18	66%	
RIBBIT KING	55	22%	
RICHARD BURNS RALLY	51	66%	
RIDGE RACER 5	01	72%	
RIDING SPIRITS	27	46%	
RIDING SPIRITS 2	50	48%	
RING OF RED	10	74%	
RISE TO HONOUR	47	71%	
ROBOTECH: BATTLECRY	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	16	63%	
ROADKILL	44	72%	
ROCKY	29	84%	
ROCKY LEGENDS	55	66%	
ROLLERCOASTER WORLD	47	50%	
ROMANCE OF THE THREE KINGS VIII	48	70%	
R: RACER EVOLUTION	45	37%	
RTX RED ROCK	38	55%	
RUGBY 2004	40	81%	
RUGBY 2005	63	61%	
RUGBY CHALLENGE 2006	70	64%	
RUMBLE RACING	10	76%	
RUMBLE ROSES	59	69%	
RUNE: VIKING WARLORD	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	33	78%	
SAMURAI JACK: THE SHADOW OF AKU	51	59%	
SAMURAI WARRIORS	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	59	66%	
SAMURAI WESTERN	65	79%	
SAVAGE SKIES	34	67%	
S.C.A.R. – SQUADRA CORSE ALFA ROMEO	63	50%	
SCOOBY DOO: MYSTERY MAYHEM	49	51%	
SCRABBLE 2003 EDITION	40	64%	
SECOND SIGHT	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre.			
SECRET WEAPONS OVER NORMANDY	45	76%	
SEEK & DESTROY	39	69%	
SEGA BASS FISHING DUEL	33	55%	
SEGA SUPERSTARS	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	49	74%	
SHADOW HEARTS: COVENANT	60	84%	
SHADOW MAN: 2ECOND COMING	20	68%	
SHADOW OF MEMORIES	06	80%	
SHADOW OF ROME	58	85%	
SHADOW OF THE COLOSSUS	**69**	**91%**	
Stab big monsters in one of PS2's most astonishing feats.			
SHADOW THE HEDGEHOG	70	60%	
SHARK TALE	55	29%	
SHELLSHOCK: NAM '67	51	71%	
SHIN MEGAMI TENSAI: LUCIFER'S CALL	64	85%	
SHINOBI	35	75%	
SHOX	28	61%	
SHREK 2	51	78%	
SHREK SUPER SLAM	70	70%	
SHOWDOWN: LEGENDS OF WRESTLING	50	72%	
SILENT HILL 2	15	88%	
SILENT HILL 3	36	87%	
SILENT HILL 4: THE ROOM	52	74%	
SILENT SCOPE 3	31	54%	
SILPHEED	03	51%	
SIMPSONS HIT AND RUN	42	77%	
SIMPSONS ROAD RAGE, THE	16	76%	
THE SIMS	31	85%	
THE SIMS 2	69	75%	
THE SIMS: BUSTIN' OUT	44	79%	
SINGSTAR	**49**	**90%**	
For people who don't like games. And for people who love games.			
SINGSTAR POPWORLD	62	70%	
SINGSTAR 80'S	68	81%	
SKY ODYSSEY	08	79%	
SLAM TENNIS	25	77%	
SLY RACCOON	31	80%	
SLY 2: BAND OF THIEVES	55	81%	
SLY 3: HONOUR AMONG THIEVES	69	87%	
SMASH CARS	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	50	85%	
SMUGGLER'S RUN	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	17	77%	
SNIPER ELITE	67	80%	
SNK VS CAPCOM: SVC CHAOS	59	78%	
SOCOM: US NAVY SEALS	30	82%	
SOCOM 2: US NAVY SEALS	**44**	**90%**	
Immersive and dramatic – worth hooking up to broadband for.			
SOCOM 3: US NAVY SEALS	70	78%	
SOLDIER OF FORTUNE: GOLD EDITION	23	64%	
SONIC HEROES	46	66%	
SOUL CALIBUR 2	**40**	**93%**	
The very best fighter money can buy.			
SOUL CALIBUR III	69	89%	
SONIC MEGA COLLECTION PLUS	58	69%	
SONIC GEMS	68	55%	
SOUL REAVER 2	17	78%	
SPARTAN: TOTAL WARRIOR	67	88%	
SPAWN ARMAGEDDON	47	69%	

DAN G'S TOP FIVE

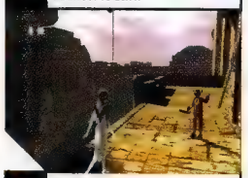
DAN BASICALLY JUST LIKES KILLING BADDIES AND BREAKING CARS.

1 RESIDENT EVIL 4

Rammed with zombies, big guns, decapitation and more thrills than you'll see in any other game. You *need* to own this.

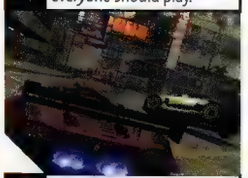
2 METAL GEAR SOLID 3

Snake's triumph. The only question is whether *MGS4* can be even better than Koj's magnum opus. We reckon it can.



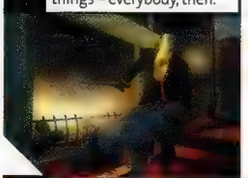
3 ICO

Beautiful and delicate, *Ico*'s re-release this month simply hammers home the fact that this is one game *everyone* should play.



4 BURNOUT REVENGE

The most high-octane, destructive *Burnout* yet, *Revenge* is unmissable for those who like smashing things – everybody, then.



5 HITMAN CONTRACTS

Last month's Blood Money blowout reminds just how bloodthirsty, immoral and brilliant *Contracts* was. Can't wait for the next one.

GAME NAME ISSUE	ISSUE	SCORE	AWARD
SPEED KINGS	37	55%	
SPHINX AND THE CURSED MUMMY	46	64%	
SPIDER-MAN: THE MOVIE	24	70%	
SPIDER-MAN 2	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best *GTA* clone.			
SPINDRIVE PING PONG	62	32%	
SPLASHDOWN	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	40	75%	
SPLINTER CELL	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.			
SPLINTER CELL: CHAOS THEORY	61	88%	
SPLINTER CELL: PANDORA TOMORROW	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	58	29%	
SPY FICTION	54	75%	
SPY HUNTER 2	46	67%	
SPYTOY	67	65%	
SPY VS. SPY	61	32%	
SPYRO: ENTER THE DRAGONFLY	30	68%	
SSX ON TOUR	68	83%	
SSX TRICKY	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay and pure fun.			
SSX3	**41**	**94%**	
Makes you feel good about life. Responsive and thrilling.			
STAR OCEAN 3	55	85%	
STARSKY & HUTCH	38	77%	
STAR TREK VOYAGER: ELITE FORCE	23	75%	
STAR WARS: BATTLEFRONT	54	77%	
STAR WARS: BATTLEFRONT 2	69	80%	
STAR WARS: BOUNTY HUNTER	31	62%	
STAR WARS: EPISODE III REVENGE OF THE SITH	63	48%	
STAR WARS: JEDI STARFIGHTER	22	80%	
STAR WARS: STARFIGHTER	09	85%	
STAR WARS: THE CLONE WARS	33	69%	
STATE OF EMERGENCY	20	75%	
STOLEN	62	38%	
STREET FIGHTER EX3	05	79%	
STREET HOOPS	28	64%	
STREET RACING SYNDICATE	62	62%	
STUNT GP	16	38%	
STUNTMAN	26	74%	
SUFFERING, THE	48	86%	
SUFFERING 2: TIES THAT BIND	67	73%	
SUIKODEN 3	39	66%	
SUIKODEN IV	63	65%	
SUMMER HEAT BEACH VOLLEYBALL	39	56%	
SUMMONER	07	70%	
SUMMONER 2	29	73%	
SUM OF ALL FEARS, THE	29	57%	
SUPER BUST-A-MOVE	04	78%	
SUPERFARM	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	29	48%	
SUPER MONKEY BALL DELUXE	66	84%	
SWAT GLOBAL STRIKE TEAM	42	82%	
SWING AWAY GOLF	05	70%	
SX SUPERSTAR	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	50	75%	
TAITO LEGENDS	68	45%	
TAK 2: THE STAFF OF DREAMS	64	72%	
TAZ: WANTED	28	70%	
TEENAGE MUTANT NINJA TURTLES	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	58	23%	
TEKKEN 4	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.			
TEKKEN 5	**61**	**91%**	
And even better again – the ultimate *Tekken*.			
TEKKEN TAG TOURNAMENT	04	87%	
TENCHU: FATAL SHADOWS	63	68%	
TENCHU: WRATH OF HEAVEN	34	70%	
TERMINATOR: DAWN OF FATE	28	49%	
TERMINATOR 3: REDEMPTION	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	16	44%	
THEME PARK WORLD	05	68%	
THING, THE	27	83%	
THIS IS FOOTBALL 2004	47	75%	
THIS IS FOOTBALL 2005	56	68%	
THUNDERHAWK: OPERATION PHOENIX	14	70%	
TIGER WOODS PGA TOUR 2005	54	82%	
TIGER WOODS PGA TOUR 2006	67	78%	
TIME CRISIS 2	16	78%	
TIMESPLITTERS 2	**28**	**95%**	
Stunning multi-player PLUS a massive single-player mode.			
TIMESPLITTERS 3: FUTURE PERFECT	**59**	**90%**	
Now rather more soulless than before. Still superb, though.			
TOCA RACE DRIVER	26	82%	
TOCA RACE DRIVER 2	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.			
TOKYO ROAD RACE	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	38	58%	
TONY HAWK'S AMERICAN WASTELAND	68	86%	
TONY HAWKS UNDERGROUND 2	55	89%	
TONY HAWK'S PRO SKATER 4	**30**	**94%**	
Lacks the impact of *THPS3*, but we suggest you get this version first.			
TOP GEAR DARE DEVIL	04	62%	
TOP GUN: COMBAT ZONE	16	67%	
TOP SPIN	68	61%	
TOTAL CLUB MANAGER 2005	56	56%	
TOTAL IMMERSION RACING	31	74%	
TOTAL OVERDOSE	**67**	**90%**	
GTA in Mexico, basically, but with stacks of class. Terrific.			
TRANSFORMERS	49	84%	
TREASURE PLANET	29	75%	
TRIBES: AERIAL ASSAULT	37	74%	
TRUE CRIME	43	74%	
TRUE CRIME 2: NEW YORK CITY	70	71%	
TUROK EVOLUTION	27	71%	
TT SUPERBIKES	63	41%	
TWISTED METAL: BLACK	13	80%	
TY THE TASMANIAN TIGER 2	55	38%	
U MOVE SUPER SPORTS	57	63%	
UEFA CHALLENGE	12	56%	
UEFA CHAMPIONS LEAGUE 2004-2005	59	62%	
UEFA EURO 2004	49	70%	
UFC: SUDDEN IMPACT	51	70%	
UFC: THROWDOWN	27	75%	
ULTIMATE SPIDER-MAN	68	79%	
UNDER THE SKIN	58	70%	
UNLIMITED SAGA	42	41%	
UNREAL TOURNAMENT	07	82%	
URBAN FREESTYLE SOCCER	45	72%	
URBZ – SIMS IN THE CITY, THE	56	50%	
USA RACER	36	37%	
VAMPIRE NIGHTS	21	59%	
VAN HELSING	49	67%	
VEXX	34	73%	
VIB RIPPLE	52	58%	
VICTORIOUS BOXERS	14	80%	
VIETCONG: PURPLE HAZE	54	71%	
VIEWTIFUL JOE	54	88%	
VIEWTIFUL JOE 2	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	36	87%	
VIRTUAL-ON: MARZ	39	56%	
VIRTUA TENNIS 2	30	88%	
V-RALLY 3	24	81%	
WACKY RACES	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	41	69%	
WALLACE AND GROMIT: CURSE O/T WERE-RABBIT	68	72%	
THE WARRIORS	68	87%	
WARHAMMER 40,000: FIRE WARRIOR	40	65%	
WAR OF THE MONSTERS	34	69%	
WAY OF THE SAMURAI	50	80%	
WDL THUNDER TANKS	06	69%	
WE LOVE KATAMARI	69	82%	
WHIPLASH	46	72%	
WHO WANTS TO BE A MILLIONAIRE 2	17	53%	
WILD ARMS 3	33	71%	
WILD WILD RACING	03	71%	
WINNING ELEVEN 9	**66**	**91%**	
As close to real football as you'll ever see on your PS2.			
WIPEOUT FUSION	19	73%	
WITHOUT WARNING	68	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	51	80%	
WORLD CHAMPIONSHIP RUGBY	48	55%	
WORLD WAR ZERO: IRONSTORM	48	77%	
WORMS 3D	42	80%	
WORMS4: MAYHEM	64	47%	
WORLD RALLY CHAMPIONSHIP 4	55	87%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

PSP GAMES

1. GTA: LIBERTY CITY STORIES
2. VIRTUA TENNIS WORLD TOUR
3. LUMINES
4. BURNOUT LEGENDS
5. RIDGE RACER

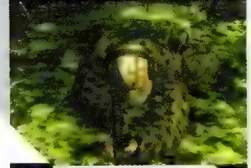
MAD JAP GAMES

1. WE LOVE KATAMARI
2. FREAK OUT
3. UNDER THE SKIN
4. REZ
5. VIB RIPPLE

CHARACTERS' COATS

1. THE MERCHANT (RESI 4)
2. THE PUNISHER
3. DANTE (DEVIL MAY CRY 3)
4. MAXI (SOUL CALIBUR 3)
5. CONSTANTINE

OLD PEOPLE



1. THE END (METAL GEAR 3)
2. AGATHA (FAHRENHEIT)
3. SPIKE (BUFFY)
4. GRAMPA SIMPSON (HIT + RUN)
5. TEDDY SHERINGHAM (PESS)

PSP REVIEWS

Every PSP game PSM2 has ever reviewed. Look! Down there!

NEW ENTRY

GHOST IN THE SHELL

The Anime masterclass comes to PSP, in the form of a crap shooter. Arsebiscuits.

NEW ENTRY

GRIPSHIFT

Entertaining car-mangling action, but do you need *another* motor-racing game?

NEW ENTRY

STAR WARS BATTLEFRONT 2

Another straight port of a PS2 game, but one that works terrifically well.

APE ACADEMY	66	85%
BURNOUT LEGENDS	**67**	**92%**
Like being smashed in the face in the best way possible. A stunning demonstration of PSP's power.		
COLIN MCRAE RALLY 2005	66	84%
CODED ARMS	67	52%
THE CON	69	45%
CRASH TAG TEAM RACING	70	65%
DARKSTALKER CHRONICLES	66	74%
DEATH JR	69	47%
EVERYBODY'S GOLF	66	81%
F1 GRAND PRIX	66	71%
FIFA 06	69	81%
FIFA 2005	66	68%
FIRED UP	66	54%
FRANTIX	70	20%
GRAND THEFT AUTO: LIBERTY CITY STORIES	**69**	**90%**
GTAIII Remixed, in essence, but still an absolute stormer of a game PS2's greatest series, now in portable form. Bliss.		
GHOST IN THE SHELL: STAND ALONE COMPLEX	70	50%
GO! SUDOKU	70	60%
GRIPSHIFT	70	78%
HARRY POTTER AND THE GOBLET OF FIRE	70	51%
KAO CHALLENGERS	70	69%
LORD OF THE RINGS TACTICS	69	80%
LUMINES	66	85%
MARVEL NEMESIS: RISE OF THE IMPERFECTS	70	58%
MEDIEVIL RESURRECTION	66	67%
METAL GEAR ACID	66	57%

MERCURY	67	85%
MIDNIGHT CLUB 3	66	87%
NAMCO BATTLE MUSEUM	70	54%
NEED FOR SPEED: MOST WANTED	70	68%
NBA STREET SHOWDOWN	66	80%
NEED FOR SPEED UNDERGROUND RIVALS	66	84%
NFL STREET 2	66	72%
PRO EVOLUTION SOCCER 5	69	80%
PURSUIT FORCE	68	80%
RIDGE RACER	66	88%
SPIDER-MAN 2	66	50%
SMART BOMB	66	36%
SSX ON TOUR	69	79%
STAR WARS BATTLEFRONT 2	70	80%
TIGER WOODS PGA TOUR 2005	66	76%
TIGER WOODS PGA TOUR 2006	69	72%
TOCA RACE DRIVER 2	66	79%
TONY HAWK'S UNDERGROUND 2 REMIX	66	81%
UNTOLD LEGENDS: BROTHERHOOD OF THE BLADE	66	66%
VIRTUA TENNIS WORLD TOUR	**66**	**91%**
A 'must have' title on PSP. Shows how to combine a sports sim with easy arcade style.		
WINNING ELEVEN 9	68	79%
WIPEOUT PURE	66	84%
WORLD RALLY CHAMPIONSHIP	66	80%
WORLD SNOOKER CHALLENGE 2005	67	70%
WORLD TOUR SOCCER	66	80%
WWE SMACKDOWN! VS RAW 2006	70	85%

NEW ENTRY

WWE SMACKDOWN! VS RAW 2006

For a handheld, PSP's been lacking in that most-important of portable genres – fighting. No more, however, with this ace wrestler.

NEW ENTRY

NEED FOR SPEED: MOST WANTED

A cut-back marketplace copy of the PS2 version.

NEW ENTRY

KAO CHALLENGERS

PSP's best platformer comes courtesy of one of gaming's most hated characters. Blimey.

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more.

PS2 & PSP tips

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

The top 20 PS2 and top five PSP games tipped to bits – it's the all-new Pro Tips! Praise be.

20 CRASH TAG TEAM RACING

JAPANESE CRASH
At the main menu, hold L1 + R1 and press □, ○, □, ○.

ONE-HIT KNOCK OUTS
At the main menu, hold L1 + R1 and press ×, ○(2), ×.

HIGH SPEED MODE
At the main menu, hold L1 + R1 and press ○(2), △(2).

TOY BLOCK CARS
At the main menu, hold L1 + R1 press ○(2), △, □.

CHICKEN HEADS
At the main menu, hold L1 + R1 and press ×, ○(2), □.

DISABLE HUD
At the main menu, hold L1 + R1 and press ×, □, △, ○.

19 THE MATRIX: PATH OF NEO

COMBOS

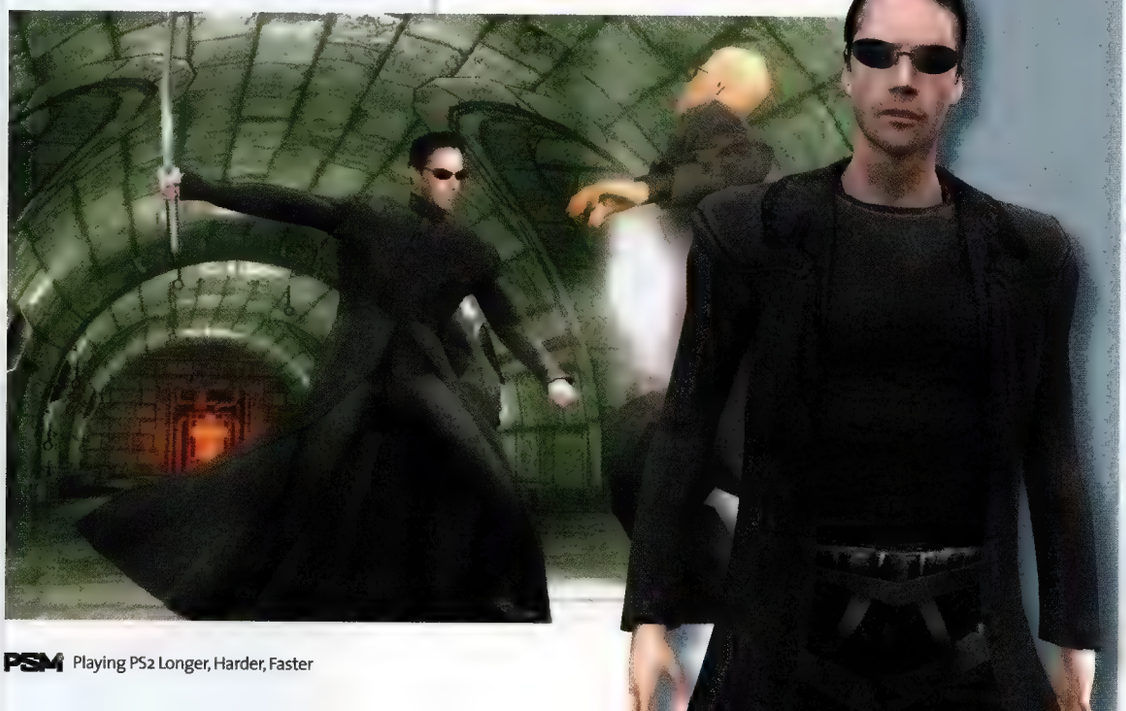
MACHINE GUN KICK COMBO: The Chase – I Need An Exit: The briefcase is in the corner of the market area behind the fruit stands. To do the combo, press Strike(5), Focus + Strike, Special Attack + Strike, then tap Strike rapidly.

QUICK KICKS COMBO: Storming The Drain: Touch the top two platforms in the second to last room. To do the combo, press Strike(4), Focus + Strike, Special Attack + Strike.

THE BEGINNING OF THE END COMBO: Seraph's Apology: Return to the teahouse from the theater then destroy one of the tables and all eight support columns. To do the combo, press Strike(4), Focus + Strike, Special Attack + Strike, Focus + Special Attack, then tap Strike rapidly.

THE CODEBREAKER COMBO: Weapon Training: The briefcase is with The Operator's secret stash in the upstairs corridor when returning to the teahouse.

THE ONE COMBO: The Burly Brawl: Defeat thirty Agent Smiths and the briefcase will appear in the center of the level. To do the combo, press Strike(5), Focus + Strike, Special + Strike, tap Strike rapidly, press Focus + Special, tap Strike rapidly, press Special, tap Strike, jump then rotate the analogue stick full circle at the peak.



TIP

5 MIDNIGHT CLUB 3: DUB EDITION

CHEAT MODE
From the options screen and select the "Cheats" option. Enter "fullyloaded" as a code at the cheat menu to unlock all bonuses.

ALL CITIES IN ARCADE MODE
Enter the options screen and select the "Cheats" option. Enter "roadtrip" or "crosscountry" as a code at the cheat menu to unlock all of the cities in arcade mode.

NO DAMAGE IN ARCADE MODE
Enter the options screen and select the "Cheats" option. Enter "ontheroad" as a code at the cheat menu and you won't take any damage.

MAXIMUM NITRO
Enter the options screen and select the "Cheats" option. Enter "fillmeup" as a code at the cheat menu for maximum nitro.

INCREASE CAR MASS IN ARCADE MODE
Enter the options screen and select the "Cheats" option. Enter "hyperagro" at the cheat menu.

FASTER PEDESTRIANS
Enter the options screen and select the "Cheats" option. Enter "urbansprawl" at the cheat menu. Note: This code also unlocks all cities in arcade mode.

TIPS ROUND-UP

TOTAL OVERDOSE

Cheat mode
While playing a game, hold L1 + L2 + L3 + R1 + R2 + R3 for at least three seconds, then enter one of the following codes to activate the corresponding cheat function:

Full health
Enable cheat mode, then press ×, □, ○, △.

All Loco moves
Enable cheat mode, then press ○(2), L2, R2 to unlock all Loco moves.

All weapons
Enable cheat mode, then press △, L1, R2, □ to unlock all weapons.

Maximum rewinding
Enable cheat mode, then press R1, R2, L2, ×.

PSYCHONAUTS

All Psi powers
While playing a game, hold L1 + R1 and quickly press ○(2), △, R2, L3, △.

ULTIMATE HYPER STRIKE COMBO: Red Pill Rescue – The Security Guard: Defeat the SWAT team on the stairs within the time limit. To do the combo, press Strike(4), Focus + Strike, Special Attack + Strike, Focus + Special Attack, Strike.

18 PRINCE OF PERSIA: THE TWO THRONES

RESTORE ALL SAND SLOTS
While playing a game, hold L3 and quickly press ○(2), ×, □(2), ×, △(2).

SECRET CHAINSAW WEAPON
Pause the game and press ↑, ↓, ↑, ↓, ←, →, ←, →, ○, □, ○, □.

SECRET KING SWORD WEAPON
Pause the game and press ↑, ↓, ↑, ↓, ←, →, ←, →, ○, □, ○, □.

SECRET BABY RATTLE WEAPON
Successfully complete the game on the Easy difficulty setting. Then, pause the game and press ←(2), →(2), ○, □, □, ○, ↑, ↓ to get the secret baby rattle weapon.

SECRET TELEPHONE WEAPON
Successfully complete the game on the Normal difficulty setting. Then, pause the game and press →, ←, →, ←, ↓(2), ↑(2), ○, □, ○(2), □(2).

SECRET SWORDFISH WEAPON
Successfully complete the game on the Hard difficulty setting. Then, pause the game and press ↑(2), ↓(2), ←, →, ←, →, ○, □, ○, □.

17 THE SIMS 2

CHEAT GNOME
While playing a game, press L1, R1, ↑, ×, R2. The Cheat Gnome (Plumb Bob Trophy) will now appear on the lots and the following codes may now be enabled...

9,999 SIMOLEONS Enable the "Cheat Gnome" code, then press R1, L1, R2, →, ← while playing a game. Select the Cheat Gnome, then Interaction/Location: Give Simoleons.

ALL LOCATIONS Enable the "Cheat Gnome" code, then press ○, L2, ←, ○, ↑, ○ while playing a game. Select the Cheat Gnome, then Interaction/Location: Unlock/Unlock All Locations. Bingo.

ALL OBJECTS Enable the "Cheat Gnome" code, then press L2, ○, ↓, ←, ↑ while playing a game to unlock all objects.

ALL RECIPES Enable the "Cheat Gnome" code, then press R2, □, ↑, ↓, →, × while playing a game to unlock all recipes.

ALL FASHIONS Enable the "Cheat Gnome" code, then press ⊡, R2, ↓, →, ⊡ while playing a game to unlock all fashions.

16 TONY HAWK'S AMERICAN WASTELAND

PLAY AS JASON ELLIS
Enter "sirius-DJ" as a case-sensitive code under the options menu to unlock Jason Ellis. Alternately, successfully complete Story mode on the Normal difficulty setting.

PLAY AS MAT HOFFMAN
Enter "the_condor" as a case-sensitive code under the options menu to unlock Mat Hoffman. Alternately, successfully complete Classic mode on the Hard or Sick difficulty setting. The Hoff is yours.

PLAY AS MINDY
Enter "helpınghand" as a case-sensitive code under the options menu to unlock Mindy. Alternately, successfully complete Story mode on the Easy difficulty setting.

CHEAT MODE
Get a 100% gap completion to unlock the "Always Special", "Moon Gravity", "Perfect Manual", "Perfect Rail", and "Perfect Skitch" cheat options. Successfully complete all Sponsor Challenges to unlock the "Full Stats" cheat option.

15 THE WARRIORS

INFINITE HEALTH
While playing a game, press ↑, △, L3, SELECT, ⊗, L2, ↓, ⊡, ←, ⊗, L1, SELECT.

INFINITE SPRINT
While playing a game, press ↓, ⊡, ←, ⊗, L1, SELECT for infinite sprint.

INFINITE RAGE
While playing a game, press ⊡, ◎, △, SELECT, ⊗, ← for infinite rage.

ALL ITEMS AND $200
While playing a game, press R1, R2, L1, ⊗, ↓, L1.

200 BONES, THREE FLASH, AND CANS
While playing a game, press R1, R2, L1, ⊗, ↓, L1.

COMPLETE CURRENT MISSION
While playing a game, press ↓, ⊡, ⊗, SELECT, R1, ← to complete the current mission.

14 SHADOW THE HEDGEHOG

EXPERT MODE
Get an "A" rank in all stages to unlock Expert mode.

LAST STORY
Successfully complete every sixth stage in Story mode, defeat all Bosses at the end (all five Hero and all five Dark Bosses), and see all ten Hero and Dark story line endings to unlock the Last Story.

SHADOW RIFLE
Successfully complete the Last Story to unlock the Shadow Rifle.

EGG VACUUM
Successfully complete the Neutral storyline with the Hero ending to unlock the Egg Vacuum. Use the Egg Vacuum to suck up 20 objects (enemies, etc) to gain an extra life.

HEAL CANNON
Successfully complete the Hero storyline to unlock the Heal Cannon.

OMOCHAO GUN
Successfully complete the Semi Hero storyline to unlock the Omochao Gun.

SAMURAI BLADE
Successfully complete the Dark storyline to unlock the Samurai Blade.

SATELLITE LASER
Successfully complete the Semi Dark storyline to unlock the Satellite Laser.

LEVEL 2 WEAPONS
Successfully complete both the Hero and Dark versions of a storyline to unlock the Level Two weapons.

13 FROM RUSSIA WITH LOVE

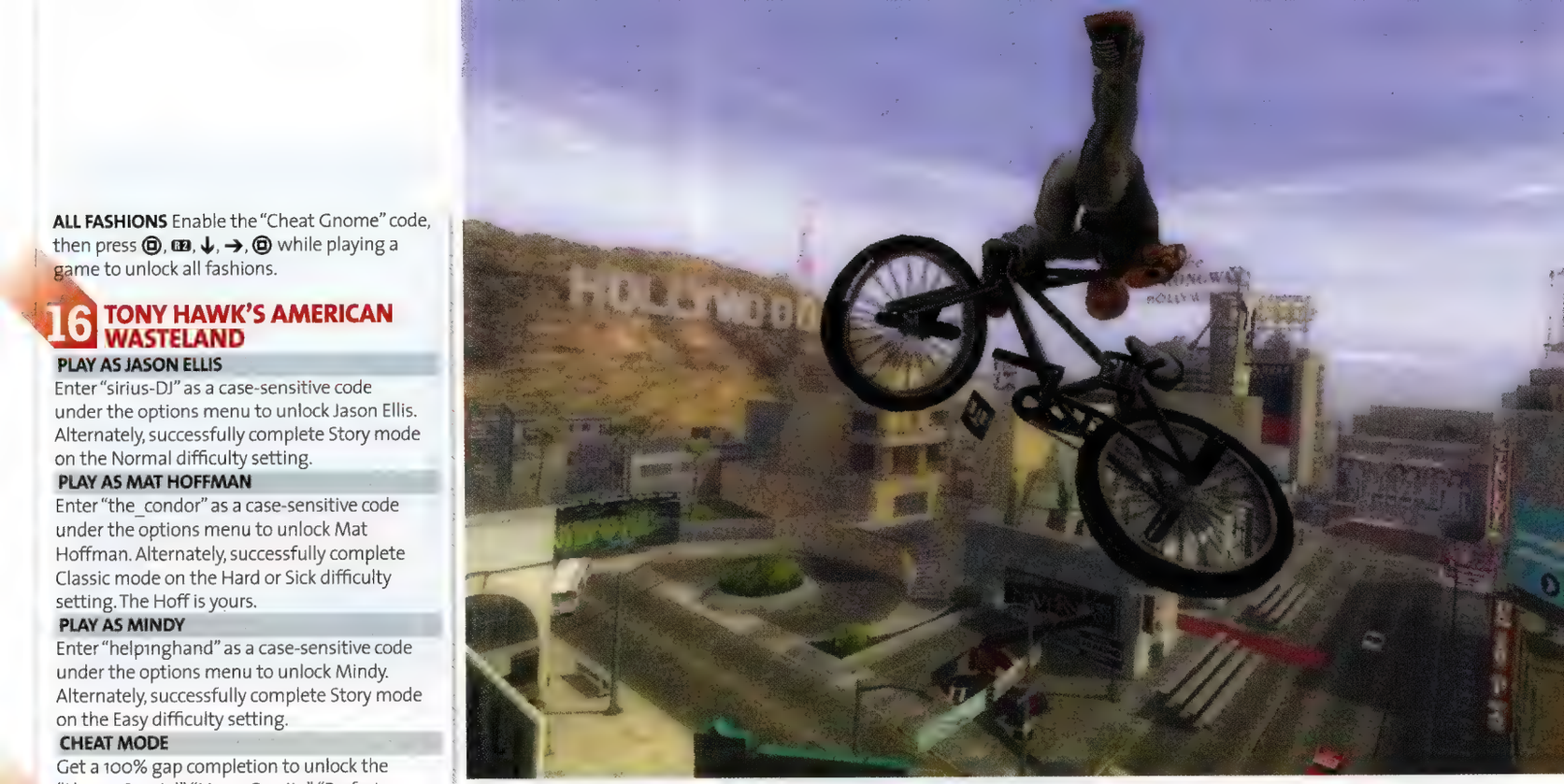
FORMAL DINNER SUIT
In the second level, complete the maze and you will be in Moneypennys office. Before you go to M's room, search the drawer to find the Formal Dinner suit.

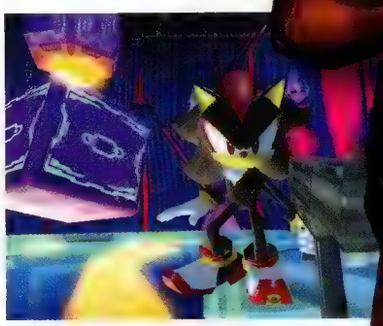
EASY AMMUNITION
When searching a file or something else and you find ammunition, keep searching it over again to fill up your gun. You can return to the file at anytime and do it again.

12 CHRONICLES OF NARNIA

CHEAT MODE
At the title screen, when the "Press The Start Button" text is displayed, press ⊗, then hold L1 + R1 and press ↓(2), →, ↑ to enable cheat mode. If you entered the code correctly, the "Press The Start Button" text will turn green. The following codes may now be entered for a variety of cheats...

LEVEL SELECT At the Wardrobe level selection screen, hold L1 and press ↑(2), →(2), ↑, →, ↓. If you entered the code correctly, the message





PSM TIP

4 BURNOUT LEGENDS

SUCCESSFULLY COMPLETE THE INDICATED TASK TO UNLOCK THE CORRESPONDING CAR:

ASSASSIN MUSCLE: Get 30 Takedowns.
CLASSIC LEGEND: Win the gold medal at the Big Sure Shore Legend Face-Off.
DOMINATOR MUSCLE: Get 30,000 Burnout points.
LEGEND 3-MUSCLE: Win the gold medal at the Airport 1 and 2 Legend Face-Off to earn the Legend 3-Muscle car.
MUSCLE COP: Win the bronze medal at the Harbor Town or Sunrise Valley Pursuit.
MUSCLE COLLECTOR: Win the gold medal at the Harbor Town Eliminator (type varies in each game).
TUNED MUSCLE: Win twenty gold medals.
COP RACER: Win a gold medal in all Pursuit events.
FIRETRUCK: Win a gold medal in all race events.
GANGSTER BOSS: Win a gold medal in all Race events to earn the Gangster Boss car.

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

"Cheat Activated" will appear. Repeat the code to disable its effect.

LEVEL SKIP While playing a game, hold L1 and press ↓, ←, ↓, ←, ↓, →, ↓, →, ↑. If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

INVINCIBILITY While playing a game, hold L1 and press ↓, ↑, ↓, →(2). If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

RESTORE PEVENSIE CHILDREN'S HEALTH While playing a game, hold L1 and press ↓, ←(2), →. If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

10,000 EXTRA COINS While playing, hold L1 and press ↓, ← →, ↓(2). If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

11 GUN

COMPLETION BONUSES
Successfully complete Story mode to unlock Magruder's seven barrel Nock gun. Successfully complete Story mode and all side missions (100% completion) to unlock Reed's armored horse and Magruder's Cannon Nock gun.

.69 FERGUSON RIFLE
Defeat Hollister to unlock the .69 Ferguson Rifle.

APACHE SHIRT
Successfully complete the Hunting missions to unlock the Apache Shirt.

CAVALRY SWORD
Defeat Reed to unlock the Cavalry Sword.

DUAL PEACEMAKERS
Defeat Hoodoo Brown to unlock the Dual Peacemakers.

SILVER SPURS
Successfully complete the Pony Express missions to unlock the Silver Spurs.

10 TRUE CRIME: NEW YORK CITY

INFINITE AMMUNITION
At the CompStat/Map screen, hold L1 + R1 and press ◎, □, ⊗, □(2), △.

INFINITE ENDURANCE
At the CompStat/Map screen, hold L1 + R1 and press ◎, □, ⊗, □, ⊗, ◎.

$1 MILLION
At the CompStat/Map screen, hold L1 + R1 and press □(2), △, □, △, □.

DOUBLE DAMAGE

At the CompStat/Map screen, hold L1 + R1 and press ⊗(2), □, ⊗(3).

EASY MODE
At the CompStat/Map screen, hold L1 + R1 and press ◎, □, ⊗(2), △, ◎.

SUPER COP MODE
At the CompStat/Map screen, hold L1 + R1 and press △, ⊗, △, ⊗, △(2). Do a badge warning to completely lower your Rogue status.

FIGHTS OPEN
At the CompStat/Map screen, hold L1 + R1 and press □(2), △(2), □ to open the Fights.

 # STREET RACES OPEN
At the CompStat/Map screen, hold L1 + R1 and press △(2), ⊗(2), △ to open the Street Races.

ALL MUSIC TRACKS
At the CompStat/Map screen, hold L1 + R1 and press ◎, □, ◎, □ to unlock all music tracks.

PUMA SHOES COSTUME
At the CompStat/Map screen, hold L1 + R1 and press △, ⊗, ◎, □. Alternately, collect all ten pairs of Puma shoes hidden throughout the city, then go to the Puma Shoe store to get the Puma Shoes costume.

09 KING KONG

CHEAT MODE
At the main menu, hold L1 + R1 and press ↓, ◎, ↑, Square, ↓(2), ↑(2). Release L1 + R1 and

TIPS ROUND-UP

SLY 3: HONOUR AMONG THIEVES

Restart at Day 1, Episode 1
Pause the game and press ←, □, →, L1, □, L1.

Restart at Day 1, Episode 2
Pause the game and press →, □, ←, ↑, →, ↓.

Restart at Day 1, Episode 3
Pause the game and press □, R1, L1, ←, L1, ↓.

Restart at Day 1, Episode 4
Pause the game and press ←, →, L1, □, →, □.

Restart at Day 1, Episode 5
Pause the game and press □, L1, L1, R1, □, L1.

Restart at Laptop Retrieval
Pause the game and press □, ←, L1, □, L1, Down.

Restart at Op Moon Crash
Pause the game and press □, ↑, ←, L1, □, L1.

Restart at Op Reverse Double-Cross
Pause the game and press →, ←, ↑, ←, □, ←.

Restart at Op Tar-Be-Gone
Pause the game and press Down, L1, R1, L2, L1, →.

Restart at Op Turbo Dominant Eagle
Pause the game and press Down, →, ←, □, R1, →.

Restart at Op Wedding Crasher
Pause the game and press □, R2, →, ↓, L1, □.

SOUL CALIBUR III

More costume colour edits
At standard character color edit screen, select a female character. Choose any weapon, then hold L1 + □ + R1 + □ when the screen turns black. The color of the fourth article of clothing can now be changed.

Japanese voice actors
Go to the options menu and select the sound options. Select Japanese for the language option. Then, go to single player modes, museum, or character profiles. Select a character, then choose voice. Press L1, □, R1, or □ and a separate bow should be displayed, with name of the Japanese voice-over actor.

SSX ON TOUR

Level select
Enter "BACKSTAGEPASS" as a cheat under the "Extras" menu to unlock all levels.

All clothes
Enter "FLYTHREADS" as a cheat under the "Extras" menu to unlock all clothes.

All movies
Enter "THEBIGPICTURE" at the "Extras" menu.

TIP
3 HARRY POTTER AND THE GOBLET OF FIRE
DUGBOG BULB RAID MINI-GAME
Collect five Tri-Wizard Shields to unlock the Dugbog Bulb Raid minigame.
EXPLODING SNAP MINI-GAME
Collect two Tri-Wizard Shields to unlock the Exploding Snap minigame.
NIFFLER TIME CHALLENGE MINI-GAME
Collect eight Tri-Wizard Shields to unlock the Niffler Time Challenge minigame.
WIZARD PAIRS MINI-GAME
Successfully complete level 4 to unlock the Wizard pairs minigame.

a "Cheat" option will appear at the main menu. Select the "Cheat" option, then enter one of the following codes to activate the corresponding cheat function:

LEVEL SELECT
Enter "KKstory" as a code.

INVINCIBILITY
Enter "8wonder" as a code.

ONE-HIT KILLS
Enter "GrosBras" as a code.

FULL AMMUNITION
Enter "KK 999 mun" as a code.

INFINITE SPEARS
Enter "lance inf" as a code.

HAVE REVOLVER
Enter "KKtigun" as a code.

HAVE SHOTGUN
Enter "KKshotgun" as a code.

HAVE MACHINE GUN
Enter "KKcapone" as a code.

HAVE SNIPER RIFLE
Enter "KKsniper" as a code.

BONUS COMPLETE
Enter "KKmuseum" as a code.

08 STAR WARS BATTLEFRONT 2

INVINCIBILITY
Pause the game in Story, Instant Action, or Galactic Conquest mode and press ↑(3), ←, ↓(3), ←, ↑(3), ←, →. If you entered the code correctly, you will hear a sound. Repeat the code to disable its effect.

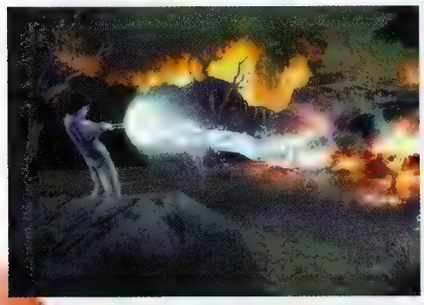
INFINITE AMMUNITION
Pause the game in Story, Instant Action, or Galactic Conquest mode and press ↑, ↓, ←, ↓(2), ←, ↓(2), ←, ↓(3), ←, →. If you entered the code correctly, you will hear a sound. Repeat the code to disable its effect. Note: Your ammunition will decrease, but will refill instantly after reloading.

SLOW MOTION SOUNDS

Pause the game in Story, Instant Action, or Galactic Conquest mode and press ↑(3), ←, ↑, ↓, ↑(2), ←, ↓(3), ←, ↑, ↓(2), ←, →. If you entered the code correctly, you will hear a sound. Repeat the code to disable its effect.

DISABLE HUD

Pause the game in Story, Instant Action, or Galactic Conquest mode and press ↑(4), ←, ↑(2), ↓, ←, ↓, ↑(2), ←, →. If you entered the code correctly, you will hear a sound. Repeat the code to disable its effect.



07 HARRY POTTER AND THE GOBLET OF FIRE

MAXIMIZING WINGARDIUM LEVIOSA

To maximize Wingardium Leviosa after you get three shields, take the big block you find on the second level of the Forbidden Forest everywhere with you on the level. You will eventually maximize the spell. This can also work with almost any other spell.

REFILL HARRY'S ENERGY

If you get a character/friendship card, stand by Ron or Hermione – if you are Harry – to refill your energy. You can stand by both of them to refill it faster.

DEFEATING VOLDEMORT

First, Jinx all Voldemort's skeletons. He will cast Abvra Cadabvra and you must move the energy ball over the skeletons. He will then pick up the grim reaper statue and make it float around. Dodge it and on about the third time it is thrown at you, it will get stuck in the ground. Move the energy ball over it, and it will lose a wing. Do this two more times and you will win.

06 PRO EVOLUTION SOCCER 5

EASY PES POINTS

Start an international league and select only two teams to enter the league. You will only have to play two games and will earn match winning points and 1,500 PES points each time you win the league.

TIPS ROUND-UP

ULTIMATE SPIDER-MAN

All landmarks
Select "Controller Setup" at the options menu. Then at the controller setup screen, press ↑, →, ↓, ←, ↓, ↑, →, ← to unlock all landmarks.

All characters in gallery
Select "Controller Setup" at the options menu. Then at the controller setup screen, press →, ↓, →, ↓, ←, ↑, ←, → to unlock all characters in gallery.

All comic covers
Select "Controller Setup" at the options menu. Then at the controller setup screen, press ←(2), →, ←, ↑, ←(2), ↓ to unlock all comic covers.

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat mode
Pause the game, then hold L1 + R1 and press ○(2), ←, △, ○, ✕. If you entered the code correctly, the phrase "Enter Cheat" will appear.

Invincibility
Enable the "Cheat mode" code, then press □, L2, L1, △(2), R2. Repeat this code to disable its effect. This code must be re-enabled with each new level. Your health will still decrease, but you will not die when it reaches zero.

Infinite ammunition
Enable the "Cheat mode" code, then press R2, L1, □, R2, L1, R1. Repeat this code to disable its effect.

Full Adrenaline meter
Enable the "Cheat mode" code, then press L1, R2, L1, ↑, △, ○.

Kill nemesis
Enable the "Cheat mode" code, then press ↓, L2, L1, R1, ↑, □.

MERCENARIES

All rewards
At the PDA factions screen, press →(2), ←(2), ↑(2), ↓(2), ↑, →, ←, ↓(2), ←, →, ↑, ↓(2), ↑, ←(2), →(2)

All shop items
At the PDA factions screen, press ↓(4), ↑, ←, →(2) to unlock all shop items.

Infinite health
At the PDA factions screen, press ↑, ↓, ↑, ↓, ←, →, ←, →. Alternately, press ↑, ↓, ↑, ←(2), →(3) at the PDA factions screen. Repeat to disable its effect. The effect will end after the current contract is completed. Note: If this code is enabled while in a vehicle, it will also have infinite health.

05 WWE SMACKDOWN! VS RAW 2006

PARKING LOT BRAWL INSTANT KO

First, max out the momentum meter. Next, grapple the opponent and strike him while in a grappled state (✕ button). Drag the opponent by the hair toward the passenger side door of JBL's parked limousine, and press any direction on the D-pad while pressing the ○ button. If performed properly, the player will throw the opponent into JBL's limo, close the door and enter one of the surrounding parked cars. Once behind the wheel, the player will drive into the passenger side door of JBL's limousine, resulting in an instant KO of the opponent. Easy!

HIDDEN WEAPON

Stand next to the front of JBL's limousine, near the horns, and press the □ button. If performed properly, the player-controlled Superstar will grab the horns on the hood of JBL's limousine and yank them free. The player will then be able to use the horns as a weapon.

04 CALL OF DUTY 2: BIG RED ONE

MACHINE GUNS

When manning a machine gun, shoot in short six or seven round bursts against enemies. If a lot of enemies get close, lie prone and throw a grenade at them. Then quickly get back on the machine gun.

AVOIDING MORE ATTACKS

Sometimes enemies will just keep coming unless you move up. Keep moving forward to cover when you are not under fire.

AFRICA TANK MISSION

In the first tank mission in Africa, there is a Flak 88 gun that will destroy one of your tanks. The gun is on the right side inside a building and is not visible. Shoot the second building on the right side. It is the tallest one and will start to crumble when hit. Also, some of your troops are on the right side. Do no run them over. They will help you by taking out the other Flak 88 gun. All you have to do is take out the two machine gunners on the right side after the first Flak 88 gun to win.

BOMBER MISSION

At the end of the bomber mission, you will get to choose any machine gun turret to defend the plane from. It is recommended, at least on the hard difficulty setting, that you stay at the back turret. It takes too long to get to the front, and your plane may get shot down.

03 FIFA 06

FULLY FIT TEAM IN MANAGER MODE

In Manager mode, notice that the energy bars of your players decrease after each match. Save your career, then go back to the main menu. Load your career again. Your team will have full energy again. Note: This may not work the first time. Save and reload the game maybe once or twice more for it to work.

WIN EVERYTHING IN MANAGER MODE WITH ANY TEAM

Pick a team, then start your career. Save your game. Choose "Next Match", then "Quick Sim". If you win the match, save your progress. If you lose a match, return to the main menu and load your career again. You can have as many chances as you want against a team, as the outcome is random every time. Make sure to save your progress after every win, in case you lose unexpectedly.

INCREASE PROFITS IN MANAGER MODE

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

At the start of your season, do not spend the money you have immediately on staff upgrades and new players. Instead, spend the money you have on renewing player contracts. Wait to get your players morale up first, as they will be more likely to accept a renewal if they are happy at the club. You can sometimes cut a player's salary in half, if not more. Make sure to save the game before renewing contracts so that you can start low, and increase each time if the player refuses the renewal. If a player refuses the renewal at a high price, and they have a high moral, then it may be because they are close to retirement. This can earn you up to 3,000 credits (off your current salary) each match if done well. Including a good sponsor, you could be earning 7,000 to 8,000 credits each game when at home.

02 50 CENT: BULLETPROOF

INVINCIBILITY

Pause the game, select "Options", then choose "Cheats". Enter "ny'sfinestyo" as a code (note the required apostrophe). Note: You will still die if you fall from a high place.

STRONGER WEAPONS

Pause the game, select "Options", then choose "Cheats". Enter "the hub is broken" as a code to enable Mike mode.

ALWAYS PERFECT SHOT

Pause the game, select "Options", then choose "Cheats". Enter "#1stunna" as a code for all your shots to be in slow motion straight to the head.

EMPTY N' CLIPS COUNTER KILL

Pause the game, select "Options", then choose "Cheats". Enter "workout" as a code.

ACTION 26

Pause the game, select "Options", then choose "Cheats". Enter "orangejuice" as a code.

SO SEDUCTIVE SONG

Pause the game, select "Options", then choose "Cheats". Enter "killa1" as a code to unlock the So Seductive song.

MY BUDDY VIDEO

Pause the game, select "Options", then choose "Cheats". Enter "sayhellotomylittlefriend" as a code to unlock the My Buddy video.

TONY YAYO SO SEDUCTIVE VIDEO

Pause the game, select "Options", then choose "Cheats". Enter "yayoshome" as a code to unlock the Tony Yayo So Seductive video.

01 NEED FOR SPEED MOST WANTED

ONE STOP SHOP MARKER

At the "Press Start" screen, press ↑(2), ↓(2), ←, →, ↑, ↓ to unlock a special marker for the Junkman Engine part in the back room of the One Stop Shop in Career mode. Note: This code can only be enabled once per career.

BURGER KING CHALLENGE

At the "Press Start" screen, press ↑, ↓, ↑, ↓, ←, →, ←, →. If you entered the code correctly, a message will appear stating that you have unlocked a "Special Challenge Event" will appear. At the main menu, select the "Challenge Series" option. Scroll all the way to the bottom and choose #59, the Burger King Challenge. Successfully complete the challenge to be able to use all Junkman parts on cars you have in "My Cars". Note: Before applying Junkman parts, press ⊗ in the performance parts place to get them as high as they can go, then apply Junkman to each part. By doing this, it gives better stat raises.

CASTROL SYNTEC FORD GT

At the "Press Start" screen, press ←, →, ←, →, ↑, ↓, ↑, ↓ to unlock the Castrol Syntec Ford GT.

PORSCHE CAYMAN

At the "Press Start" screen, press L1, R1(3), →, ←, →, ↓ to unlock the Porsche Cayman.

GET $10,000

Have a saved game file from *Need For Speed: Underground 2* on your memory card to get an extra $10,000 in Career mode after the prologue. Easy money.

TIP

1 GTA: LIBERTY CITY STORIES

ALL MULTI-PLAYER PEDESTRIANS, CARS, PORTLAND, STAUNTON ISLAND, AND SHORESIDE VALE UNLOCKED

While playing a game, press ↑(3), ⊙(2), ○, ■, L1. If entered correctly, a message will appear.

FULL HEALTH

While playing a game, press ■, L1, ⊗, ■, L1, ○, R1, R1. If you entered the code correctly, a message will appear. Note: You must enter this code multiple times to increase your total amount. If this code is enabled when your car is smoking or about to explode it will not be repaired.

EXTRA ARMOUR

While playing a game, press ■, R1, ○, ■, R1, ⊗, ■, L1. If you entered the code correctly, a message will appear.

GET $250,000

While playing a game, press ■, L1, △, ■, L1, ○, ■, L1. If you entered the code correctly, a message will appear.

PEDESTRIANS RIOT

While playing a game, press R1(2), L1, ■(2), L1, ○, ⊙.

PEDESTRIANS ATTACK YOU

While playing a game, press ■(2), L1, ■(2), R1, ↑, ⊙. If you entered the code correctly, a message will appear.

PSM2 MICRO GUIDE

All the cheats, tips and tactics you need, DISSECTED in one fell eyeball

THIS MONTH: RESIDENT EVIL 4

BEAT EL GIGANTE

Gigante has several attacks up his giant sleeve, the most lethal of which are his ground punch, his ability to throw rocks at Leon and his kick. You have agility on your side though, so keep slipping between his legs and unloading your TMP and shotgun as he lumbers around. If at any point he manages to grab you, furiously bash whichever button flashes up (it's random) to slash at his hands and escape his grip.

If you rescued the dog at the beginning of the game (the one caught in the bear trap) a cutscene will trigger about halfway through the fight and he'll distract El Gigante while you damage him from behind. Knock enough health off with your weapons and Gigante will fall over. Run towards him and press ⊗ to latch onto his back and, once you're on top, batter the prompted button to slash at the Las Plagas on his back. Repeat this cycle three times or, alternatively, buy a rocket launcher and topple him with one well-placed shot. Pricey, but effective.

BEAT BITORIS MENDEZ

BEAT GIANT SALAZAR

Climb up the laddder and hop onto the statue's left hand. Jump to the middle platform and pull the switch. Hop back onto the left hand and, when it raises up, turn the lever to raise the first bit of the bridge. Repeat the same for the opposite side, but be careful – a group of red-robed cultists will appear, all wearing anti-headshot metal masks. Take out any crossbow monks and polish off the stragglers below with grenades.

When the area is clear, climb to the bottom of the statue and make your way across the newly-formed bridge. Can you guess what's going to happen? That's right – the giant Salazar statue comes to life and chases you. Bash ⊗ furiously to run away, pressing the appropriate shoulder button to dodge the falling pillars as quickly as humanly possible. It's quite unforgiving this, so toggle like a bastard. When you reach the door at the end, QUICKLY shoot the lock away and go through. Bash ⊗ again, jump when prompted, then climb up to freedom

INFILTRATING THE ISLAND

BEAT THE INVASION

You have to reach Saddler, but there's an entire army between you and him. This is the game's most action-packed scene, so make sure you're stocked up with an upgraded striker, a rifle and plenty of frags. The key thing to remember is that Mike's chopper will do most of the damage, so when you hear him yell, move back and watch the ensuing chaos.

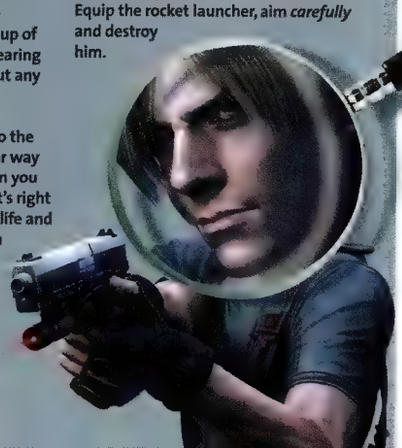
Work your way through the trenches, taking out distant guards with the rifle and letting Mike do the rest with his missiles. When you reach the last area you have to pull two switches surrounded by guards with AA guns. Fend off the other zombies as Mike destroys them, then press both switches to the open the large metal door in the centre.

BEAT THE REGENERATORS

BEAT LORD SADDLER

Helpfully, Saddler can't be damaged normally. Instead, attacks reveal his weak spot – the eyeballs on his knees. Obviously. The best tactic here is to use your Broken Butterfly. When you hit one of the eyes, he'll reveal a bigger, central eye. Hit this with everything you've got and he'll keel over. When he does, run up and bash ⊗ to slash at it.

If you're out of powerful ammo, lure him towards the explosive barrels dotted around the area and shoot them. When he takes enough damage, Ada will toss you a rocket launcher which is your cue to cross the bridge. When the light goes green, it lowers and you can reach the other side. Equip the rocket launcher, aim *carefully* and destroy him.



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"WE GUIDE YOU DOWN THE PATH"

THE MATRIX: PATH OF NEO

You could take the blue pill. Or you could just use our guide and finish every bit of *Path Of Neo*. Your call.

EVER HAD A DREAM, NEO?

The game begins with Neo encountering Morpheus in the Lafayette Hotel. Neo must choose either the Red Pill or the Blue Pill. Take the Red Pill (obviously).

Neo finds himself in a strangely familiar setting, facing a series of ever-increasing challenges. There's no strategy here – it's a test to see how long you can survive on your wits. This test will determine your difficulty setting for the game.

THEY'RE COMING FOR YOU, NEO

Neo must escape from MetaCortech. Do exactly what Morpheus instructs you to do via the cell phone.

To escape MetaCortech, you must sneak around the office without being spotted by Agents or Security Guards. Listen carefully to Morpheus' instructions, and look for the green prompts to guide you. Some employees may help you along the way.

When you reach the office that leads to the scaffolding, you have no option but to fight your way in. Make a break for it, pushing aside anyone that gets in your way.

Once you've made it into the office, you need to make a tricky traverse across the building's ledges and scaffoldings in an attempt to get to the roof. You'll lose your phone along the way, cutting you off from Morpheus' assistance.

Use the lift to rise up a few floors. Agents will spot you and shut it off, so you'll need to jump to a precarious wooden scaffolding platform.

Shove aside any police officers that get in your way, and get help from a construction worker to rise up a few more floors. The Police and Agents are relentless – creep along the ledges, avoid the Agent and drop down to the freight elevator roof to get to the very top of the building.

More Security Guards appear on the roof. Get past them, go through the door and back into the building.

HE'S HEADING FOR THE STREET

Head down the flight of stairs to the storage room. Police are wandering around looking for you. You have to sneak around them (or fight your way through them if you're spotted) to the other side of the building to reach the next set of stairs.

Take the stairs down and find the open door that leads you back into the office spaces. Police are still patrolling the floors, and the elevators are closed – once again, get through the office undetected and find the other staircase that leads down to the street.

Take the stairs down as far as you can, then head back into the offices. You'll be cornered by Agent Smith and a pair of Police officers. Escape into the server room, dodging or shoving aside anyone in your way (watch out for the Agents, though). Race to the next staircase, through the bottom-level warehouse and onto the street below. They're hot on your tail, so don't stop and keep your eyes peeled for the exit signs. Eventually, you'll reach Trinity.

KUNG-FU TRAINING

Aboard the Nebuchadnezzar, the Operator puts you through the paces of the rebels' training programs, starting with Kung-Fu Training. Listen to the Operator's instructions as he downloads you new skills and fighting moves, and pay attention to the on-screen prompts.

Make your way through the underground complex, taking out the kung-fu soldiers. The Operator will offer you a bonus weapon for using stealth instead of just barging your way around.

The final challenge is a tournament – last-man standing wins, but you'll have to get past the boss first.

SWORD TRAINING

The next training program focuses on melee weapons and fighting alongside allies, as Trinity joins you.

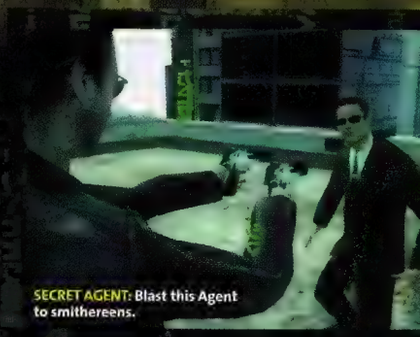
The Swordsman is a tough opponent, blinding you with flashes and confusing you by summoning mirror images of himself. Again, your best bet is to listen to your allies' advice about fighting moves and strategies.

WINTER TRAINING

Things go wrong in this training level – a haunted pagoda is coming apart at its coded seams.

Smash through the paper walls, avoiding the dangerous streams of raw code and battling any enemies that you find. Search the rooms and you'll have a showdown with the shimmering spirit that haunts this place, and you'll learn a new move as well.

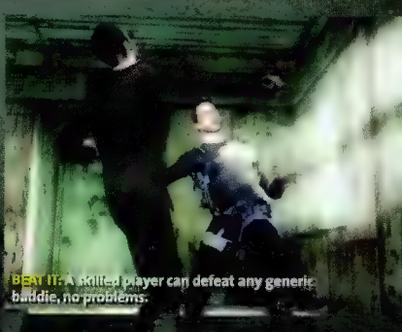
The fight eventually moves outside to a quiet winter garden and a final showdown against samurai and ninja training programs. Be prepared.



SECRET AGENT: Blast this Agent to smithereens.

KING OF KUNG-FU: This kung-fu battle isn't too difficult.

ALL-OUT ATTACK: Make sure you learn Neo's different attacks.



BEAT IT: A skilled player can defeat any generic baddie, no problems.

THE MATRIX: PATH OF NEO

After actually revealing and picking up an unlockable that appears in gameplay, you must complete the level in order to actually gain the reward.

LEVEL	HOW TO DO	UNLOCKS
Ever Had a Dream, Neo?	Defeat Agent Smith	"The One" Difficulty (Cheat
Kung Fu Training	Perform three Silent Takedowns in the Tool Shop. Special unlockable pickup appears next to the alarm button.	View Staff Combos
Weapon Training	Find the Operator's "secret stash" in the hallway on the way back upstairs.	The Code Breaker (Combo)
Storming the Drain	Touch the top two platforms at the end of the level and the combo will be unlocked when the level is completed.	Quick Kicks (Combo)
I Need an Exit	Unlockable pickup is hidden behind the two rear fruit stands at the end of the market area.	Machine Gun Kick (Combo)
The Security Guard	The "Spoon" Atman Principle is unlocked and available for selection in the Path of Neo screen that appears after completing this level. The player can choose to select Spoon at any of Path of Neo opportunities from that point after. Select Spoon and load the next level to unlock this content.	Zion Archives (Appears in Game Menu, Level Select)
Morpheus & Trinity	On the left side of the street, facing in the direction of the helicopter crash, there is a platform, out of sight, that you can leap up and reach. An unlockable pickup is located on this platform.	Level Studies
The Burly Brawl	Defeat 30 Smiths to reveal an unlockable pickup in the centre of the level.	The One (Combo)
Distorted Dimensions	On Face 1 of this level, walk on the top ledge of the left wall (with the sunlight windows and paintings). Jump across to the sideways ledge (where a Focus Pack is located). From there, if you look up and left, you'll see a square hole. An unlockable pickup is located in the hole.	View Hand-to Hand Combos
Distorted Dimensions	On Face 3, go straight ahead and fall off the edge. Fall again, until you get to the lowest ledge. You'll find an unlockable pickup.	StoryBoard 4 (Making Of)
Downside Up	On the second time through the room with many pillars, Vamps will jump out of the pillars and attack the player. Trigger all of these traps, and an unlockable pickup will appear in the centre of the room.	Renderings 1 (Media Viewer)
Taking the Floor	Defeat three waves of Smiths to achieve the Bonus objective	Character Concept 2 (Media Viewer)
GAME COMPLETION	Complete the game	Lots of Guns (Cheats)
	Complete the game	Indestructible Melee Weapons (Cheats)
	Complete the game on medium or hard difficulty	Vampiric Regeneration (Cheats)
	Complete the game on medium or hard difficulty	Unlimited Ammo (Cheats)
	Complete the game on hard difficulty	Reflect Bullets
	Complete the game on hard difficulty	Unlimited Health
	Defeat Megasmith	You're Still Here (Movies)

AERIAL TRAINING

This is a straight-up, no-holds-barred fight to the finish. You'll need to unleash all of the skills you've learned so far to get the highest scores.

WEAPON TRAINING

The Operator re-works your skill set to focus on how to use firearms. A pack of gun-running gangsters start to shoot the place up.

Take out the bad guys and follow the boss downstairs, taking advantage of your unlimited ammo and bigger guns. After reaching the bottom level, the boss will reverse course and head back upstairs. Follow him for the final confrontation.

DOJO TRAINING

This will be your toughest fight yet. Head into one of the side rooms and pick up a melee weapon before battling the boss. After the fight, Morpheus will lead you outside for a special challenge – a race to a ringing phone that will test all of your jumping, climbing and wall-running abilities. Use all of your skills to clear the gaps and beat Morpheus to the phone.

DÉJA VU: IT'S A TRAP

After a trip to the Oracle, the rebels return to the Lafayette Hotel and suffer a betrayal at the hands of Cypher. Working with Cypher's information, the Agents, with police and SWAT teams in tow, trap the rebels with a series of "déja vu walls." You're separated from your allies and must find your way alone to the wet wall and an escape.

The hotel is a maze of hallways, made worse by walls that appear out of thin air. Look for opportunities to smash through crumbling walls and into other rooms, hopefully surprising Police officers.

Eventually, you'll meet up with Apoc, just in time for a final shootout. Be sure to grab the Grenade Launcher.

STORMING THE DRAIN

Morpheus sacrifices himself to save Neo, while Trinity leads the rest of the rebels to the hotel basement and the waterway tunnels below, with SWAT teams in hot pursuit.

First, open the barred passageway with the demolition pack recovered from a SWAT team. Those demo packs come in handy several times during the level to break open barred passageways.

At one point, an Agent separates Neo from the rebels with another déja vu wall. You must tangle with the Agent on one side of the wall while Trinity re-opens the passageway with well-placed explosives. Keep dodging the Agent's attacks, or tossing the Agent off the ledge to his death – a temporary death because the Agent keeps possessing fresh bodies.

With Neo leading the way, the rebels can eventually escape the waterways and climb back to the surface.

LOBBY SHOOTING SPREE

This battle comes in waves, each more difficult than the last. The most dangerous of the lot are the Riot Police, with shields that make them impervious to bullets. You'll have to get in close and knock the shields out of their grasp.

Morpheus' status is reflected by the on-screen meter. You must outgun and outfight the opposition as quickly as possible.

ROOFTOP ASSAULT: DODGE THIS

Neither Neo nor Trinity are a match for the Agent, and even if you succeed in tossing the Agent into an electrified transformer or off the roof of the building, the Agent can simply jump into another body from the waves of SWAT and Riot Police being dropped to the roof by helicopter.

In order to survive, you must work together with Trinity. You can draw the Agent's fire and dodge bullets with a newfound ability. While the Agent focuses on you, Trinity can then get close enough to deliver a killshot.

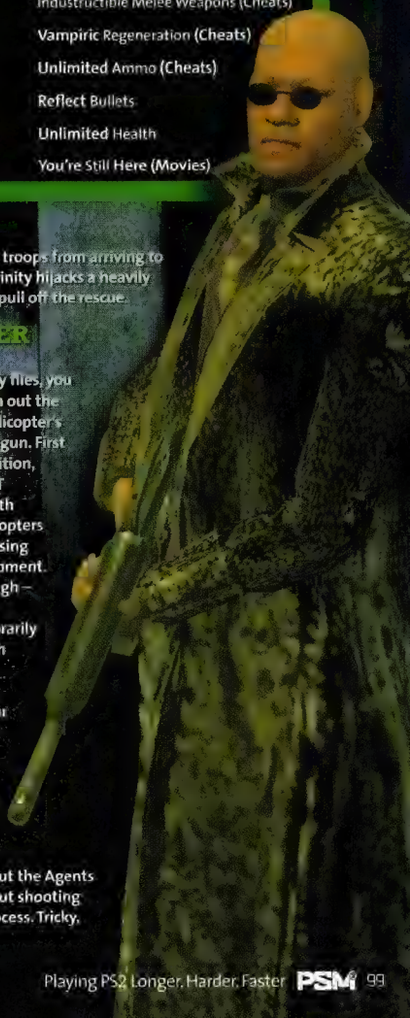
You and Trinity can then turn your attention to taking out the helicopter, preventing yet more troops from arriving to attack you. Finally, Trinity hijacks a heavily armed helicopter to pull off the rescue.

HELICOPTER RESCUE

While Trinity flies, you need to dish out the damage with the helicopter's side-mounted chain gun. First beat back the opposition, which includes SWAT troopers, Soldiers with rockets, enemy helicopters and even Agents tossing pieces of office equipment.

Be careful though – the chain gun can overheat and temporarily stop shooting. Which you don't want happening when a rocket is headed your way. You'll have to fire in bursts and use Focus abilities for accuracy.

Once Trinity lands the helicopter in front of Morpheus, take out the Agents guarding him without shooting Morpheus in the process. Tricky, but possible.

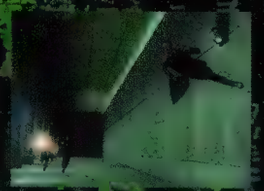


Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

GUN AND DUSTED: Good gun skills will prove to be vital.

JACKET IN: We're thinking of getting coats like Neo's.



SUBWAY SHOWDOWN

The only way out of here is to use the environment to your advantage and toss Smith in front of one of the oncoming trains. It takes skill and just the right timing to defeat him. Head down into subway tunnels in search of another exit. You'll find something even more strange in the depths of the Matrix.

STUCK IN THE LOOP

Neo is trapped in a massive bug in the Matrix system – a seemingly haunted subway train, operated by a broken-down program.

First, grab a token for the Conductor, near the entrance to the platform – they're floating around. Make your way to the back of the train toward the phone, jumping over a broken floor and Focus-running down a seemingly endless train car.

The Operator tells Neo how to break out of the loop – when the train pulls into the Balboa Station, you need to hit the emergency stop button, but only when the rotating train car is right-side-up. Enter and re-enter the train car until it's oriented in the right direction. When you have that done, wait for the Conductor's announcement and then hit the stop button.

Once off the train, things go from bad to worse. Agent Smith returns again with a platoon of heavily armed Soldiers. It's a massive gunfight in the train station – your only exit is to jump onto the set of flatbed train cars as they pass through the station. The flatbed cars will carry you to the exit.

THE CHASE: I NEED AN EXIT

With Agents in hot pursuit, and jumping from body-to-body, you're in a footrace through a market. Don't stop for anything and keep making left turns until you reach a door at the end of an alley with a neon sign. Next, race through the apartment building's halls. When you see the open door, go through it. Bust through the apartment's sliding glass door to get onto the balcony and back to the alleyways. Make a few more turns, bust through the barricades and listen for the Operator's direction to take a fire escape up two flights to room 303.

HE IS THE ONE

Unfortunately, Smith gets to the exit first, and shoots Neo right through the heart. But where Neo falls, the One is resurrected in his place.

There's still one more battle – a final fight against the three Agents, crashing through walls and possessing fresh bodies from homeless men living in the Hotel.

RED PILL RESCUE

Red Pill Rescue is a series of missions in which Neo must rescue these Red Pills before they fall into the hands of Agents, Police, Soldiers and Exiles. Each Red Pill is unique, and some of them can help Neo on his mission.

The missions can be played in any order, with each Red Pill marked as safe once the mission is completed.

THE KEY

A Club Kid somehow gets a hold of a "magic key" that can open any door and access the Industrial Hallway – the back doors of the Matrix. She finds her way into the Merovingian's twisted den, Club Hel, where she's captured by a group of Exiles.

After arriving in Club Hel, you must take on Big Ugly and his crew of Dobermen on the dance floor of Club Hel, and then lead the Red Pill upstairs to the Coat Check room. In the Coat Check room, it's a gun battle with a crew of Dobermen. Fortunately, the Red Pill will open up the weapon's locker and keep feeding you weapons to grab.

THE HEALER

First, you must locate the Healer's shop. After convincing the Healer he is no threat, Neo leads the Healer to the street, where a gun battle erupts between SWAT teams and local gangsters. As Agents start to seal off Chinatown with déjà vu walls, the Healer leads you through a back alley exit toward the safety of an elevated train station. It's a running fight beneath the tracks with more troopers. Fortunately for you, the Healer can boost your health at key moments, while you can also take advantage of another of the Healer's strange abilities – the old man is somehow impervious to bullets. After a final showdown with an Agent, the Healer makes a safe getaway.

THE LIBRARIAN

As the Librarian climbs to the upper floor, take on Agents that start to possess the bodies of the Library patrons. You must also make sure the Librarian is safe from attack. The Agents retreat and regroup – chase after the Librarian among the shelves of books and back rooms of the Library. The Red Pill eventually leads you to the Library's main hall, where a wide-open gun fight ensues. You must clear the room of enemies before you can lead the Librarian to safety.

SKULL'S LAMENT

SWAT troopers and Agents are about to arrest the Artist when Neo arrives. Neo gets the drop on the SWAT team in the exterior hallway and must fight his way to the Artist's front door. Suddenly, the dead body of an Agent comes flying back out of the loft door. Neo enters the loft and meets Chuang Tzu. First, you must prove your skills to Chuang Tzu in a one-on-one fight. Chuang is a tough opponent, perhaps even tougher than Agents. Once you've proven yourself, Chuang Tzu accepts you as an ally – just in time, too, as more troopers and Agents arrive to threaten the Red Pill. You and Chuang Tzu fight side-by-side to clear the loft of enemies and complete the mission.

THE SECURITY GUARD

Chase the frightened Security Guard up the steps of the church tower, stopping to deal with SWAT and Riot Police that have arrived to arrest the Security Guard, but are now turning their attention to Neo.

Once at the top of the tower, a déjà vu wall appears and closes off access to the stairway. Neo arrives to find the Security Guard, gun drawn, with a manipulative Agent urging the Red Pill to shoot Neo.

First fight the Agent, but as always, the Agent can jump into a new body, as more SWAT units arrive, crashing through the windows of the belfry. You can use the environment to your advantage, crashing the bells down on enemies. With the threat taken care of, lead the Security Guard back down the tower stairs.

THE CAPTAINS' MEETING

You must cover the Captains' exit from the meeting by first defeating the Upgraded Agents – more powerful versions of their predecessors that can regenerate their own health – and a team of SWAT units and Riot Police backing them up.

After dealing with the threat, Neo gets a call from Link, telling him that several Captains need Neo's help.

CAPTAINS' RESCUE

Like the Red Pill Rescue, the Captains' Rescue is a series of missions that can

CAPTAIN ROLAND

The Captain of the "Hammer" is trapped in an abandoned Warehouse by swarms of Soldiers. His hard line is located in an upstairs Control Room, but he can't get to the upper level without help. You must operate an industrial crane to give Roland a boost. First, take out the Soldiers on both levels, and block the enemy's entrance to the Warehouse by shooting out the support beams of a platform positioned above the side entrance.

Next, get up to the crane's control panel, either by using an elevator or using your antigravity jump ability. You must first lower the crane to Roland and then lift the Captain to the upper level.

With Roland on the upper level, more enemies arrive, so you must get back down to the Captain and take out the enemies. The path seems clear, but a Riot trooper armed with a grenade launcher blocks the path to the hard line and drives Roland back to a hiding place. You must draw the trooper's fire away from Roland, while fighting off more Soldiers that arrive on the upper level.

Link comes to the rescue, calling Neo on his cellphone with word that the Operator has been able to hack into the crane's control panel. Under fire, you must get back up to the crane, where you can send the crane smashing into the Control Room window, killing the sniper. Mop up any remaining opposition and Roland will make it to the hard line.

CAPTAIN BALLARD

With SWAT and Soldiers all over Ballard, Neo arrives just in time to prevent the Captain from being ambushed in a large kitchen. You must grab a shotgun and blast the opposition to clear Ballard's path.

Unfortunately, the SWAT teams detonate an elevator that could've led Ballard to safety, which means the pair must go another way, back through the kitchen and the restaurant.

You must punch a hole through waves of Soldiers bent on killing the pair, culminating in a battle in the swanky nightclub against a squad of dug-in Heavy Soldiers. But before the rebels can leave, Ballard gets a panicked call. More Agents have arrived. You and Ballard must fight with the Agents on the nightclub dance floor in a final battle.

CAPTAIN NIOBE

Neo and Niobe must fight side-by-side against the Upgraded Agents. The path seems clear once again, but the Agents move to three more bodies, as more SWAT units arrive to cut the rebels off from their exit. The Agents start to tear apart the walls, hefting blocks to hurl down at you.

While staying out of the way of the falling blocks, clear the middle two levels of the junction of enemies and destroy the door mechanisms to shut off the SWAT team's access, which clears a path for Niobe to move upward. At the top of the junction, take out the three Agents one more time.

MORPHEUS AND TRINITY

With a helicopter hovering overhead, Neo drops from a high balcony to the alley below, surprising a trio of SWAT officers creeping up behind Trinity and Morpheus. First take out the Soldiers to lead the pair down the street, and then help the pair defend the position against waves of attackers that have been sent to attack.

An Agent then possesses the helicopter pilot, and plunges the chopper toward the street. Hovering in the middle of the street, the Agent riddles the trio with machine-gun bullets. Turn the grenade launcher on the helicopter, destroying it before the Agent can crash it into Trinity and Morpheus.

SERAPH'S APOLOGY

Neo is finally summoned to meet Seraph, the guardian of the Oracle. To get to the Oracle, Neo must pass Seraph's tests.The first test is The Teahouse. This is simple – merely a hand-to-hand battle in Seraph's teahouse.

THE CHINESE MARKET

The gentlemen's disagreement moves atop tent poles above a Chinese Market. As the market catches fire and begins to burn, you must leap from pole to pole to defeat Seraph.

The key to this fight is recognizing when Seraph becomes vulnerable to attack. Keep evading until just the right moment to strike Seraph, then toss him off a pole and into the fire. If Neo defeats Seraph here, the fight moves once again to a new location.

THE MOVIE THEATER

Pick up one of the brooms or mops to turn it into a weapon. At the end of this fight, the pair land back in Seraph's teahouse for the final round.

TEAHOUSE REDUX

Neo's final fight against Seraph is the most difficult, as Seraph unleashes all of his skills. Vary your attacks, as Seraph quickly adapts his defences to counter Neo's blows. If you're successful, Seraph agrees to take the One to see the Oracle.

THE BURLY BRAWL

This showdown pit, Neo against literally hundreds of copies of Agent Smith, in one massive fight in the Oracle's concrete, tenement park. It's a survival battle where the agents come in waves.

The fight starts out with Neo squaring off against a handful of Smiths, which quickly turns into a massive crowd of Smiths. The best strategy is to use the steel poles placed around the edges of the park to control the crowds of enemies.

The poles also offer the quickest end to the fight – using Focus and Special Attack to knock Smiths into the surrounding buildings, which collapse and take out even more Smiths. Just take care.

THE FRENCHMAN

Neo's next step is the rescue of the Key Maker from the dungeons beneath the Merovingian's chateau.

The fight in the Great Hall is all about melee weapons, as various items are plucked from the walls and used in the fight. Take on the Vamps and Dobermen, using all the skills you've learned up to now.

After the fight, you must search for a way out of the Chateau, and begin searching the dungeons. But before you get far, you're tackled by a Doberman, who comes crashing through a wall, knocking you into a side chamber, where a pair of Exiles torture a third. You must defeat the Dobermen and free the Exile. Neo moves on through the dungeons until he arrives at a room with several doors.

DISTORTED DIMENSIONS

At level start, walk straight ahead and through the door to get to Face 1.

FACE 1

Jump left, onto the large main arena area. Follow the sunlit windows to your Left (adorned with elaborate paintings) and follow that hallway to the end and turn Right. Open the True Door for Face 2.

FACE 2

You start off against a new enemy – the Insectoid. Defeat it, and continue your exploration. From where you started, jump onto one of the two floating large platforms (left or right). Follow the winding staircase and to the top. From there, you will see three doors. Take the right-most door to get to Face 3.

FACE 3

You start off against two Insectoids – take them out quickly. After the fight, look for a hallway to your left. Follow it, but instead of going to the end (turning the corner), wall run or jump up, which will take you to an upper area. From there, walk straight ahead – you should see a floating block with a single door frame ahead of you. Walk to the edge of the floor, and look over the edge. You will see a secret staircase, which leads you to the True Door to Face 4.

FACE 4

Walk down the staircase in front of you to the water fountain arena. Get close to the gates to find the Rogue Witch, and help her with her plight. Be careful with the multiple Insectoids that have dropped in to ambush you. The Rogue Witch needs you to help her find a way out. Go over to the stone block (nearby) and use Neo's telekinetic ability (Focus + Evade) to move the stone block and uncover the pressure plate, which opens the exit for the Rogue Witch. Stand on it to open the exit for her. But before you can reach the exit yourself, the gates slam shut. She will look for an alternative way to open the gates for you. In the meantime you're stuck in another ambush.

Defeat or fend off the new wave of Insectoids as best you can – remember they hate fire – and after some time, your ally will have found a way to open the gates for you. Quickly go through the now-open gates and open the True Door to take you to Face 5.

FACE 5

You arrive in front of giant fire pit, and four Insectoids dropping in for a surprise. Dispose of them as best you can (use the fire pit to your advantage (throw them in there), and from there, take either staircase up to the second floor. Once you reach the second floor, turn around and look over the area above the fire pit. You will see two doors in the back area (on small platforms). Jump to the left-most door, which will then take you over to Face 6.

FACE 6

You arrive on the final Face with another ambush of multiple Insectoids. Defeat them, and from there, head left. You will see some floating blocks with a door at the very last block. Jump to that door and you will be teleported to floating area above all of Face 6. You will see a door in front of you there. Take that, and it will take you to the final hallway. Go straight to the end and take the final door to exit the level.

DOWNSIDE UP

In this level, hallways connect several rooms, with each room containing a unique challenge.

In the first room, you must deal with Vamps who take to the ceiling and hide just out of sight behind floor-to-ceiling pillars, before dropping in on you and blasting with guns of all kinds. In the second challenge, a group of Vamps and Dobermen lounge about a twisted torture chamber. The third room is a multi-leveled, circular playroom of sorts, with more Exiles lurking in each nook and cranny.

And just when you think you've survived the challenges, the powerful Exile re-orders the code of the chambers, depositing you back where you started and raising the stakes on the three challenges.

This time, things are more dangerous, with Vamps literally bursting out of their hiding places to attack the player. The torture chamber becomes an electrified hazard. Finally, the last chamber becomes an arena, where you must face the Vamp Prime.

THE WITCH

Finally, as the Merovingian says, the pawn has reached the far side of the board, and Neo is at the end game. The Rogue Witch has now been captured, and is slowly being tortured.

Neo must find his ally from among three identical copies, and can rescue her with his telekinetic powers. True to her independent nature, the Rogue Witch is the one that isn't exactly asking to be saved. Find the right ally and she will join Neo in a final battle against the Witch Boss, who starts pulling the room apart and hurling huge objects at Neo.

With the Witch Boss finally defeated, Neo can make his escape, just in time to save Morpheus and the Key Maker from a painful head-on collision with a semi-truck.

TUNED OUT

With Agent Smith taunting him from every monitor, Neo must find his way to the Key Maker, and prevent Smith from turning him into yet another black-suited copy. After finding the Key Maker, Neo must dodge and evade his way down a hallway of televisions that becomes a deathtrap of flying glass, before reaching Morpheus and the Industrial Hallway.

MINISTRY OF SMITHS

As Neo enters the main room of the church, Morpheus has been cornered on the church's upper level. Neo must deal with a trio of Smiths lurking on the church floor, and then get upstairs to rescue Morpheus. An endless wave of Smiths begin crashing through the church windows and doors. Uh-oh.

Then the Key Maker opens a door and beckons Neo toward an apparent escape. Too late, as Smith drives the Key Maker off at the last second. You and Morpheus must fight together to hold off the waves of Agents as the Key Maker locates another exit. Fortunately, the Key Maker drops health and focus packs to keep you going.

Eventually, the Key Maker opens a final door near the church altar, and Neo and Morpheus make their escape.

TAKING THE FLOOR

The Key Maker opens a door that leads to the Senate floor of the government, where a senator is just finishing up an impassioned speech. But before anyone has time to gather their wits, dozens of Smith copies arrive and begin taking over.

Neo and Morpheus grab what weapons they can and battle side-by-side while the Key Maker tries to open a door on the stage that will lead them to safety.

This is a survival battle. You must defend his two allies and defeat wave after wave of Smiths, who keep upping the ante every single step of the way.

MR. ANDERSON, WELCOME BACK

The final showdown with Agent Smith on the rainy streets of the Matrix is here.

Dozens of Smiths line the street, so be careful not to be knocked into them. They'll grab you and toss you back into the fight leaving you vulnerable to attack, so watch out for that.

Apart from that, this really is no different to any of the other battles within the game. Use everything you've learnt so far to defeat Agent Smith.

Once you've beaten him, he'll take to the air, and the battle rages on. This certainly ain't over yet.

AERIAL BATTLE

Once in the air, the game's controls switch to a flight mode. Try and get close enough to Smith so that you are able to use one of your grapple attacks. This can be tricky, so take care.

After throwing him into a building or two, the battle will then crash into one of the surrounding skyscrapers and a short 'on foot' battle will take place – look for items that can be improvised into weapons to give you the upper hand. Eventually the pair tumble back to Earth, carving a massive crater into the concrete streets below.

FANCY A GO? Neo shows off one of his fanciest tricks.

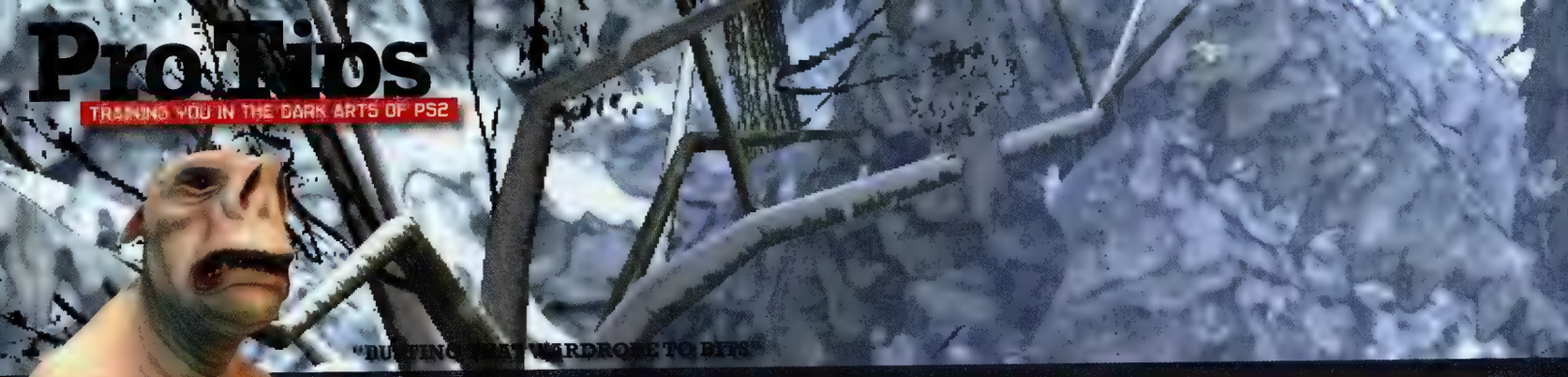
MANY SMITHS: The huge Agent Smith battle is tough.

PEOPLE LIKE MORPHEUS: Morpheus will help out in a tight spot.

THIS IS MY WORLD

Use the controls to circle Smith, avoiding his attacks and anything thrown in your direction. If a Smith clinches you, press Strike rapidly to free yourself before MegaSmith catches you with another swipe of his massive arms. Use the surrounding buildings for cover, and wait for openings to charge.

If Smith knocks you back into the street canyons, he'll start hurling massive chunks of rubble and Smithlings at you. You'll need to avoid the rubble or smash it with powerful Killing Blows. Eventually, Neo will find an opening to get close to MegaSmith again, ready for an opening to blow a final hole in Smith's superstructure. Do so, and that's it. You've done it! Now simply sit back, relax, and watch the game's utterly rubbish ending. Three cheers for the Wachowskis. Yes.



"BUSTING THAT WARDROBE TO BITS"

THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE

Learn how to defend yourself from lions, witches, and bedroom furniture with our complete guide to the *entire* game.

BOMBING RUN

Peter and Edmund begin in the Sitting Room. The only room they have access to on the ground floor is the Downstairs Hallway, as Mrs Pevensie is blocking the door to the Kitchen. If Peter or Edmund approach their mother, she will tell them to find their sisters. They have to go upstairs in order to find Susan and Lucy.

The doorways to the Bathroom and the Parents' Bedroom are both locked. Susan and Lucy are both inside each of their respective bedrooms, and the door to each room needs to be smashed by Peter. Go into Susan's room first, and Susan grabs her torch when the two boys enter her room.

Lucy's room is very dark and Lucy can only be found using the light from Susan's torch. Susan needs to select a target and then "fire" the torch – She will call Lucy's name and if Lucy is targeted she will become a playable character. Once the spotlight falls on Lucy, Susan helps her up.

When you exit Lucy's bedroom with control over all four characters, a huge explosion will occur – The floorboards in the upstairs hallway will collapse leaving a precarious route to the opposite side. The explosion blocks the route downstairs. This explosion has also weakened the doors that lead to the Parents' Bedroom and the Bathroom, which means that Peter can now destroy them. On the other side of the broken floorboards stands a Grandfather Clock – Lucy needs to attack the Grandfather Clock to get it to collapse and create a bridge for the other characters to cross. The other characters will then walk across the fallen clock and get safely to the other side, but at the last second the clock will collapse through the floor behind them and land in the hallway below. Either Edmund or Lucy can attack the Grandfather Clock. Peter can smash through the door to the Parents' Room.

When the children first enter the room, the smashed floorboards in front of them restrict their movement. In order to negotiate this hazard, Edmund will have to climb a pole in the room. When he reaches the top of the pole it will topple over and lever some rubble into the hole. This then reveals a safe path for the party to use to continue through the bedroom and into the Bathroom.

Peter can smash through the damaged door of the Bathroom to create a route back to the Upstairs Hallway. This leads back to the other side of the rubble that was previously preventing access to the stairs, allowing the children to now get downstairs.

Back downstairs Mrs Pevensie is still standing in the Kitchen doorway. A number of fires have been caused due to the earlier explosion, and the children have to move different objects over these fires to extinguish them.

Once this is done, Mrs Pevensie will allow the children access to the Kitchen. Susan will have to cycle through different targets with her torch to find the Door Key.

ENTER NARNIA

After the introductory FMV, the game starts with a cut-scene that opens with Edmund looking into the distance as we hear the White Witch driving away. Lucy then comes out of the forest and sees Edmund. They decide to go back to the Mansion.

Ice chunks that can only be broken using a Lucy-Edmund combo act as a barrier across the exit of the area that Lucy and Edmund begin in. However, you can't initiate combos until that ability has been earned.

There is a "Combo Ability Meter" positioned at the top of the screen. Each time you successfully complete one of the mini-quests found in this first area you will obtain a "Team-Up Token". A blue ring around the "Combo Ability Meter" will be partially filled each time a "Token" is obtained.

These are the mini-quests in this area:

A "Token" is positioned in the air, out of reach of the children. Lucy can get on top of a snowball and roll around on it, making it increase in size and allowing her to reach the pickup. A "Token" is positioned up a tree that Edmund can climb. A "Token" is positioned on top of a tall rock stack, out of reach of the children. Hitting a stick bundle into the rock stack will send the rock stack crashing to the floor, allowing you access to the pickup. A second rock stack is positioned in the area – If this is also smashed, you'll get access to a Bonus Shield.

There are bushes that can be set on fire. Setting fire to a bush with a flaming stick will reward you with a "Token". Setting fire to subsequent bushes will reward you with a Bonus Shield. There is a set of brambles that needs to be smashed. A stick is required to break them. A "Token" is positioned behind these brambles.

Behind the first set of brambles is another set of brambles that need to be smashed, and this set is covered in ice. A stick is required to break the brambles, and the ice surrounding the brambles can be broken with a power hit. A "Token" is positioned behind these brambles.

Once all of the "Tokens" have been collected, you will be informed via a hint that your combo ability has been activated. Edmund can now throw Lucy at the Ice Chunks that are blocking the exit, creating a clear path through.

Once Edmund and Lucy have broken through the Ice Chunk barrier, they come into an open area. Wolves will run from a nearby tunnel to attack the party. The tunnel, illuminated by wall torches, leads to the next area of Narnia. Edmund and Lucy can run through this tunnel to get into the next area.

Beyond the lamp-post is an area of deep snow. Lucy will not cross this snow. Edmund has to drag Lucy through the deep snow to the other side. The next obstacle to block the path is another set of ice-covered brambles. Once these have been destroyed, Wolves will begin running down from the forest to attack the children.

There are several bushes here that Edmund can set on fire to scare off the Wolves. Lucy and Edmund can run toward the end of the forest, where a narrow path continues behind some brambles – they need to smash through these brambles to reach the exit.

PROFESSOR'S MANSION

The level begins with a cut-scene in which Lucy insists that her story is true and runs off. Peter and Susan now have to find both Edmund and Lucy. The door to the Boys' Room is locked, and to the right is a clump of Packing Crates – These can be broken, but repercussions will be incurred.

Peter and Susan have to enter the parents' room first (door locks shut behind them) to find Lucy under a table. Either Peter or Susan need to move the table to reveal Lucy hiding. Lucy then enters a secret door and runs off again.

When Peter and Susan pass through the secret door, they will see Lucy at the other end of the corridor as she begins to run down the Upper

TEAM TACTICS: Watch for icons which show objects that can be interacted with. Then use the right character for the job.

MARILYN MANSION: It's all about the crate smashing. Yes, the house if full of crates. Don't ask us – we just play the things.

Hallway. They need to smash their way through the Packing Crates that block the hallway in order to keep up with her. However, smashing the Crates will alert Macready and a timer will appear showing how long the children have to hide. When the timer has expired, Macready will walk into the hallway angrily and look about suspiciously. If they children are caught, a cut-scene will be displayed that opens with a flash of lightning in the storm outside and then shows Macready catching and lecturing the children. If Macready catches the children, they restart from the previous checkpoint

The children have to try and smash as many Crates as possible before hiding, as Macready could be alerted several times. Once the Packing Crates have been dealt with, Peter and Susan are able to follow their sister down the Upper Hallway. They will see her disappearing into the Boy's Room at the end of the corridor.

When Susan and Peter get inside the bedroom, there will be no sign of Lucy. However, there is a Candle Stick with a Hit Bar above it, and hitting the Candle Stick enough times will cause a secret passage behind a bookcase to appear. Lucy will emerge from the secret passage, but will stop suddenly and duck as a flock of bats swarms from the corridor and into the bedroom. Susan has to use her tennis balls to open the window in the bedroom, and the bats will escape through the open window. Lucy will gradually lose health as the bats flock past her, so you have an enforced time limit in which to get the window open.
After the bats have been disposed of, Lucy will join the party and become a playable character.

With Lucy as a controllable character, you can now progress into the Dining Room. The door to the Dining Doom from the Entrance Hall is locked, but a floor vent, protected by a Grill, connects the two rooms. Peter or Susan can attack the Grill to destroy it and Lucy can then use the Floor Vent. When she walks into it, she will be able to open the door to the Dining Room for the rest of the party. The party can then proceed. Inside the Dining Room is a Stick that Peter can use. However the Stick is underneath a Table, so in order for him to collect it the Table must be moved to one side.

The Sitting Room has one door leading from it, but this door is currently locked. Up against the wall of the Sitting Room, next to the door to the Courtyard, is the same moveable object as previously found in the Dining Room. When this has been moved, another Floor Vent can be seen, again with a Grill cover. Destroying the Grill will allow Lucy to use the Floor Vent, which will allow Lucy to open the door to the Courtyard.

The Courtyard contains a mixture of Packing Crates and Barrels. In the corner of the Courtyard is a pit, and Edmund is sitting sulking in this pit. In order to reach him, the Packing Crates and Barrels need to be broken or moved about. Destroying these objects will again activate a timer showing how long you have before Mrs. Macready arrives to investigate the disturbance. The only hiding places are located in the Sitting Room.

When the party gets near to Edmund, a cut scene will be activated which shows Peter telling Edmund to grow up. To get out of the pit, Edmund climbs a Drainpipe. Edmund will then become a controllable character. Once Edmund has joined the party, Mrs Macready will be inside the Sitting Room. In order to proceed, Edmund has to be used to climb another Drainpipe. Once he has reached the top, a cut scene will show Edmund climbing through a window and then opening a secret door in the Courtyard. As soon as this door has been opened, Mrs Macready will be alerted. Peter will then turn to the other children and say that they must get to their bedrooms as quickly as possible. When the cut-scene has finished, a timer will be displayed showing how long is left before Mrs. Macready catches the children. The party can only progress through this door, as going into the Sitting Room will result in the children being caught immediately.

The secret corridor connecting the Courtyard to the upstairs floor of the Mansion is full of Packing Crates, which needs to be destroyed to allow progress. The Children must find their way back to the Wardroom room – before the Macready timer runs out – to complete the level.

LANTERN WASTE

There are coins in barrels, which are dotted around the play area. You can smash barrels and interact with stick bundles. The way forward is obstructed by Brambles, which only Peter or Edmund can break with a stick. A stick can be collected to aid breaking the brambles.

There are statues and coins on the higher ledges that can only be accessed by using Lucy's ability to crawl through caves. Lucy can also walk on top of a snowball to reach coins that are too high to reach from the ground.

The way forward through the level is blocked by large ice blocks that are obstructing access to the cave that leads out of the area. Susan will refuse to walk through the cave, as it is too dark

Edmund has to scale the lamppost and ignite his stick to create a torch. While he does this, Ravens will swoop in to attack. If the Ravens manage to attack Edmund, he will fall off the lamppost. Once his stick has been ignited successfully, he will lead Susan through the cave.

After negotiating their way through the Cave, the party will come across a canyon that must be crossed. There is a tall rock structure that the party will be able to use as a bridge. Explosive Barrels are positioned on a ledge beneath it. Some bare trees are growing down the side of the bank to these Explosive Barrels. Peter or Edmund can ignite a stick in the fire and then ignite the trees, which burn down to the barrels and cause them to explode. This will then weaken the structure enabling Peter and Edmund to combine and attack the structure and topple it over creating a bridge. Once the structure has toppled, the children must defeat the wolves before the bridge is accessible.

Once the party is all across the chasm, a cut-scene plays that shows the ice ledge that they are all on breaking. It breaks into two chunks, each one with two members of the party on. If the game is in two-player mode, each player will be on a separate chunk along with one of the AI characters.

When the party finish Down the Slope, their ice chunks come to a halt in the middle of a frozen ice lake. Both Edmund and Lucy each run the risk of falling into the water.

Lucy or Edmund have to find a safe path to the opposite shore before the ice cracks beneath the ice chunks Peter and Susan remain on. Each member of the party will be reduced to half-health due to the rough landing. Lucy can restore their health using the First Aid Kit ability that can be purchased from the Inventory Menu. There is also a health re-charger located on a ledge that only Lucy can get to by crawling in the small cave.

The party will come to some brambles, which can only be broken by Peter. The party then come to an ice lake, except that the ice on top has been fractured and broken. They have to work out a way to cross to the other side of the fractured lake.

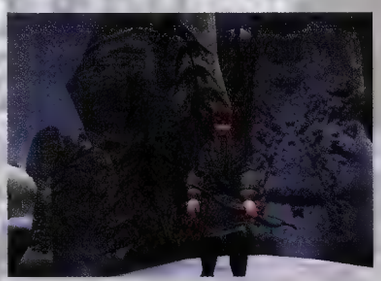
Peter has to roll a snowball out of the way of the cave, which Lucy can use to get to a higher level. This higher level has a Stick Bundle that Lucy can push onto the lake below. Edmund can use this to travel back and forth over the ice lake, walking on it in the same way as a snowball.

Once across to the other side, Edmund will be able to push over a rotten tree. Pushing over the tree triggers an animation of the tree landing on the fragile ice and smashing it into hundreds of bobbing pieces. The other children can then use this tree to get to the other side of the lake. Use Peter to break through the brambles once across the lake

Proceed down the path to the ice encased hollow tree. Peter must break the ice around this tree in three places indicated by the Hit Counters that appear on the ice. Once the Ice is broken away, the Dwarves inside will light two braziers (one on each side of the tree) that Susan must use her projectile attack to extinguish. Once these are extinguished, Susan can break through the wooden gate in the middle of the tree. Once this is accomplished the party can pass through the tree on to the next section.

The party will reach the final lake. Lucy or Edmund have to find the way across. A flock of Ravens will fly around the corner and guard the ice lake each time a character steps onto it. You need to try to find a safe route whilst avoiding this hazard.

When Lucy and Edmund have found the safe path, the party will be able to cross. As the party approaches Mr. Tumnus' house they see smoke



coming out of it and realize something is wrong. As they get nearer still, a pack of wolves will attack the party – you need to kill them all.

FOLLOW MR. BEAVER

There are barrels, statues and coins for collection in this first area. To proceed, the party must extinguish the flames on Mr. Tumnus' furniture and then smash through the barrier.

Once the party has made it past the first set of furniture, they will enter an area that has Wolves jumping from rock to rock to floor level. Each time a Wolf is defeated, another will respawn up on top of the rocks and will leap down to join the fray. The Wolves will keep attacking until the next set of furniture is extinguished, and then broken. A stick is available to help defeat the Wolves.

The next section contains two Grey Wolves. The Grey Wolves need to be defeated before the next set of furniture can be extinguished and then smashed. The second Grey Wolf will guard the furniture until the first has been defeated.

Once the furniture is broken, the party moves past a lit fire. The Wolves run off, afraid of the fire in their path. Mr. Beaver spots that the way is blocked by a clump of trees and he tells the party to keep their eyes peeled while he chews through the trees that block the way.

The Wolves have found another way around to the party and they start jumping down from the rocks. Some attack the party while others attack Mr. Beaver. The party need to protect both themselves and Mr. Beaver, while he clears a path through the wood. The party can use the fire to light sticks and then light the bushes, which keeps the Wolves under control. A stick is available to help defeat the Wolves. Every so often you'll have to re light the bushes as a strong breeze comes through and blows them out.

Once Mr. Beaver has cleared a path, the party runs through the trees and into a narrower canyon. As they get into the canyon, Dwarves appear on ledges from gaps in the rocks and start firing arrows at the party. Susan can use ranged attacks to defeat the Dwarves, including the first use of a bow and arrow. Furthermore, Wolves catch up with the party and attack from the forest area by the rocks the Dwarves are standing in.

To get across the fissure, the Edmund-Lucy or Susan-Lucy combo is needed to smash through the ice blocks near the frozen Water Wheel. Once this has been done three times, a bridge will extend and the party is able to cross.

Once across the fissure, the party encounters a snow bank that Lucy must be carried across. Dwarves in the surrounding area will be able to snipe the party as they cross the snow bank.

As the party finish crossing the snow bank, Mr. Beaver tells them to "Shh..." The party sees a huge Ogre standing at the far end of a narrow section of canyon with his back to them. Mr. Beaver tells Susan to use the panpipes to lull Ogre to sleep, which Susan is required to do. If any of the party gets too close then the Ogre will defeat them.

Once the Ogre is asleep, the party can creep past and into a wider area with a rock wall in front of it. There is a gap in the wall but two shadowy figures (Goblins) push rocks from the top to block the route and then disappear. Wolves and Grey Wolves start pouring out of gaps in the rock to attack the party.

Each member of the party needs to use their skills to block the four caves from which the Wolves are coming. Once the caves are all blocked off, Action Rings can be used to move the rocks that block the exit.

Lucy needs to use a cave to reach the ledge above. She then needs to attack some old support beams to cause a rock slide to cover the cave entrance. Edmund or Peter need to ignite a stick in a fire, which allows them to burn the bushes surrounding the entrance and prevent more Wolves from appearing. Peter and Edmund need to use their combo attack to smash through a rock structure, causing it to collapse over the entrance.

Susan is required to use her projectile attack to cause a rock slide to cover the cave entrance. Once each of the caves have been covered up, the party have to hide before the Ogre wakes up and crashes through the area the rocks that block the exit. Once the cut scene has finished, the party can progress through the level, passing over the top of a large canyon before entering a forest. Once inside the forest, they hear noises from the trees and suddenly Goblins jump from the trees and start to attack. The party are attacked by Goblins and must use the bow and arrow and wooden swords to defeat them.

A finite number of Goblins will attack you. During the combat, an Ogre timer will appear on screen – the party have to eliminate the remaining Goblins and then hide before the Ogre arrives. They look on as the Ogre grabs Mr Beaver and then crashes through the trees, making a path that the party can follow it down. They chase after the Ogre.

RESCUE MR. BEAVER

Attack the Ogre with any character. This will cause the Ogre to go into a stunned motion. Lucy can then attack it. She jumps onto the Ogre's head. Attack the Ogre again with any of the remaining characters. This will cause a cut-scene to play where the Ogre throws Mr. Beaver to one side and grabs Lucy from off its back.

After the cut-scene, attack the Ogre again with any of the remaining characters. Edmund this time will take the place of Lucy and climb on the Ogres back. Use Peter to reduce the Ogre's health down to zero this time, he will grab the Ogre's club and hold it down. Susan can now attack the Ogre. When the Ogre's health has been reduced to zero, the Ogre will be defeated and Mr. Beaver will be rescued. Mr. Beaver will then lead the party to his dam.

ESCAPE THROUGH THE TUNNELS

The level opens with a cut-scene that shows the children pulling shut a portcullis that covers the entrance to a large cave section. Mrs. Beaver will grab a rope that holds the portcullis shut and tells the children that she will keep the doorway blocked as best she can. Mr. Beaver tells the children that he will chew through the exit so that they can escape. Mr. Beaver will run down the path until he reaches a large, flat area, where he will stop and wait for the party to catch up.

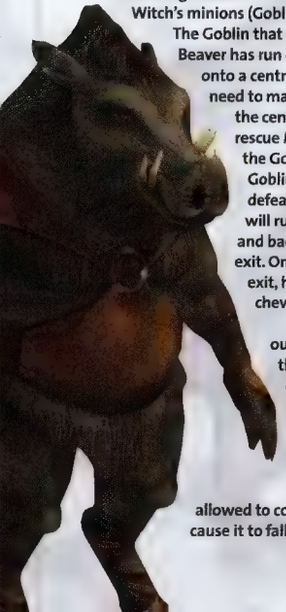
When the party reach the large, flat area at the end of the path, shafts of light will appear and Goblins will start dropping down through holes in the ceiling. The Goblins will then start attacking you. Mr. Beaver will try and get to the exit, but he will be grabbed by a Goblin whilst on his way and you'll will need to rescue him. The Goblin running with Mr. Beaver will run to several different areas, moving between them each time you land a successful attack upon it. Once Mr. Beaver has been rescued, he will reach the exit and begin chewing. You need to defend Mr. Beaver from attackers while he chews through the exit.

Next, you will need to defend the portcullis from being attacked by Wolves. The player will be alerted via a cut-scene in which Mrs. Beaver, still hanging onto the rope, starts yelling to you that the Wolves are coming. You need to fight back to the beginning of the level and use Susan to shoot arrows at the Wolves as they charge up the corridor toward the portcullis. If the Wolves reach the portcullis they will attack it and the level is lost if the portcullis' "health" runs out. Once the Wolves are at the portcullis, Peter can also attack them with his fists.

The portcullis itself will only be able to sustain a moderate amount of damage. If the Wolves manage to smash through the portcullis then a cut scene will play that shows the Wolves charging through the destroyed portcullis. The game will then restart from the last checkpoint.

Once the Wolves have been dealt with, one of the Goblins will grab Mr. Beaver and run toward the entrance that leads to the Boggle cave. Suddenly, the wall next to the wooden structure will shatter and Boggles will surge into the room. The Goblin carrying the Beaver will run into the next room.

You will have to fight through the Boggles and get into the room beyond, a huge cavern. The floor is heaving beneath a horde of the White Witch's minions (Goblins and Boggles).



The Goblin that kidnapped Mr. Beaver has run over a bridge and onto a central column. You need to make your way to the central column and rescue Mr. Beaver from the Goblin. Once the Goblin has been defeated, Mr. Beaver will run out of the room and back towards the exit. Once he reaches the exit, he will resume chewing through it.

Enemies will run out onto a ledge on the far side of the cavern and begin pushing a large boulder over. This will cause the rock to begin to totter, which if allowed to continue would cause it to fall and create a bridge to the main section, allowing the Boggles to swarm across from the other side and overrun you. Goblins will keep climbing the central column to the ledge underneath the ledge you're standing on.

You will also be attacked by Boggles that climb the central column. There is a total number of Boggles that have to be defeated while also making sure that the ropes are kept free from Goblins.

The three main gameplay events, namely the Wolves running to the portcullis, the Goblins grabbing Mr. Beaver and the Boggles pushing the rock over, will continue to occur in a random order and the you'll will need to travel back and forth between each event to keep Mr. Beaver safe.

Keep Mr. Beaver safe until he has managed to open the exit. A cut-scene will show Mr. Beaver unlocking the exit . The party then have to fight their way to the exit.

THE FROZEN LAKE

The party leaves the bank and walks out onto the frozen lake. As it does, Wolves run down from where the party started and begin to attack. There is a frozen waterfall to the left of the play area. Peter is able to smash through the waterfall, which reveals a cave that Lucy can crawl through. If Lucy goes through this cave she will appear above the waterfall and be able to collect several gold coins.

There is a fallen tree blocking the path to continue along the lake. Peter has to smash through the tree using his sword while being aware of attack from the Wolves and Dwarves (that climb out of the tree once the Hit Counter reaches two-thirds complete). Once the Dwarves on the tree have been eliminated, the tree can be smashed down. When the tree has been smashed the party can continue. Any Dwarves standing on the tree when it is smashed will be defeated. Once past the log the party moves across the ice from left to right. A Dwarf attacks from the riverbank. Suddenly, a group of Goblins cut through a tree on the

riverbank and it falls onto the ice with a number of Goblins on it. They jump off and start to attack the party. As the party is fighting the Goblins, Harpies fly in carrying rocks. They drop the rocks onto the ice, smashing holes in it.

The next tree is blocked by chunks of Ice that a Susan-Lucy combo can break through. Once the ice chunks are removed, the Player can break through the tree and continue. Goblins will keep respawning and rushing onto the ice.

The party makes their way across the ice toward the third tree. Suddenly, three Ogres emerge on the lake's bank. The lead Ogre will try and get down onto the ice but the bank he is stepping on collapses, pitching the Ogre into and under the ice. The remaining two Ogres look confused and then start to throw large chunks of rock into the ice, which make holes where they land. The Rocks picked up by the Ogres reveals a hidden cave, and Boggles swarm into the level. The gameplay resumes, and Boggles cut through the tree and cause it to topple. They will then start running across the log from the bank and jumping down to attack the party. A Dwarf on the lake's bank will fire burning arrows at the log, causing it to ignite. Susan can extinguish the log with her snowballs but the Dwarf will reignite it. She needs to use her projectile attack to defeat the Dwarf and then extinguish the flames on the tree, allowing the children in a combo move to hack at it.

Susan may shoot down several rocks on the riverbank, which blocks the cave that the Boggles are coming from. This will give the children in a combo move more time to hack through the log. She can defeat the two Ogres with her projectile attack (knocking down the rocks), or send them to sleep using her panpipes.

When Peter has reduced the log to half of its original health, the Lead Ogre that fell under the ice bursts out from beneath the ice to attack the party.

THE THWACK OF DAWN: Combat is pretty simple. Bash away while watching your back for attack from behind.

The Ogre is impervious to damage. You can either lure it away or use Susan's Panpipes to send the Ogre to sleep for a short amount of time.

The party can run out into the middle of the lake once Peter has managed to chop through the log. As the party moves across the unstable ice blocks, dark shapes will pass under the ice beneath them. There is a short section of weak ice that Lucy needs to find a route across. When the party reach the next solid part of ice, Goblins will burst out of the ice around the party and attack. When a certain number of the Goblins have been defeated, unstable ice blocks will bob to the surface of the lake, creating a path into the next ice chunk. When the party reaches the next solid part of ice, Goblins will burst out of the ice around the party and attack. Fight the set number of Goblins again to get the unstable ice block to float into place so the children can proceed to the next part of the ice.

Once the children reach the last solid section, a set number of the Witch's minions will attack and the party must defeat them all to advance off the frozen lake to end the level. This all must be done before the timer runs out. Clock icons are available along the way to increase the time.

THE GREAT RIVER

There is a hit counter at the bottom of the waterfall on the other side of some dangerous ice that only Lucy can cross. Lucy must complete this hit counter. When the ice has cracked, another hit counter appears at the top of the waterfall. Susan can hit this with her projectile attacks. Susan will need to complete three Hit Counters in different places on the waterfall. When they have been completed, the waterfall will crack even more and a timer will appear on screen showing how long before the waterfall breaks. A Hit Counter will appear on the log the Beavers were sat on. You need to complete this hit counter before the time expires. Once gameplay recommences, Peter and Susan are on one chunk of ice and Lucy is on another. They must navigate down the melting river whilst avoiding ice-chunks and the tidal wave behind them, which has been created by the collapsing waterfall.

To defeat Maugrim, the following sequence has to be repeated... The wooden pull cart in front of the tree needs to be destroyed. You must fight off the wolf attack in order for the action buttons to appear on the pull cart and tree. There is a Lucy cave in the tree. Lucy uses the cave to come out at the top of the tree and hangs off a branch with her arm extended downwards. A Susan icon appears. Pressing ⊗ causes Susan to grab Lucy's arm and hang off the branch. Maugrim grabs Susan's robes. Peter then has five seconds to hit Maugrim or the girls fall out of the tree. When Peter hits Maugrim, they will go into a roll. Maugrim will take damage. Maugrim will end up on top of Peter, pinning him to the floor. While Maugrim is pinning Peter down, Maugrim's health regenerates. You need to swap characters and knock Maugrim off Peter.

RESCUE EDMUND

The level starts with a cut-scene of Peter sneaking up to the tree and cutting Edmund loose as Ginarrbrik warms himself by the fire. Ginarrbrik spots them and the level starts with a Ginarrbrik boss fight. Any attacks on Ginarrbrik are deflected with his knife. However, Edmund can ignite a stick in one of the nearby fires and then use this stick to set fire to Ginarrbrik's beard. This can be done when Ginarrbrik is dazed (indicated by the red circle on the ground at his feet). Ginarrbrik can then be hit while he tries to extinguish the flames, causing him to stagger backwards towards the tree. If Peter and Edmund keep hitting Ginarrbrik, he will be pushed all the way back to the tree. He will be tied to the tree on the next successful attack when standing next to it. Ginarrbrik can then take damage while he cuts himself loose with his knife. Peter will be able to deal a lot more damage to Ginarrbrik than Edmund. When Ginarrbrik is free he resumes with his attacks. When he is tied up with no energy left, he will drop his knife and will remain tied to the tree for the rest of the level. Once Ginarrbrik is defeated a cut-scene shows Minotaurs and Minoboars returning to the camp and spotting the boys. The boys have to defend themselves until Oreius arrives.

The defence section of the game is in three parts.

A) The Witch's army, which mostly consists of Minotaurs, Minoboars and Ankle-Slicers, will begin to return to the camp. The first part has you needing to fight to help keep the hordes at bay. There are three Cyclops that will return to the camp intermittently. These can only by killed by using the items that are around the campsite.

The fires can be used by Edmund to light stick bundles. These can then be "power-hit" to make them shoot across the level on fire. They will explode upon contact with an object and are powerful enough to defeat Cyclops. Log bundles will respawn in one of several pre-selected positions, chosen randomly. Trees can be pushed over defeating many enemies in one go.

B) If the boys survive this section, a cut-scene shows them getting really over run and climbing onto a smaller rocky ledge. They then have to keep the enemies from climbing up and attacking them. This is achieved through "power-hitting" any enemies as they try and climb up. They must defeat the number of Minotaurs/Minoboars indicated by the icon.

C) The last part starts with a cut-scene showing the boys abandoning the rocky overlook and climbing up two trees – with one boy on each. They have to kick/hit at any enemies that are trying to climb up the tree and survive until Oreius arrives and drives off the enemies with his men.

FOLLOW ASLAN

A cut-scene shows the girls outside their tent. Susan comments that they need to avoid the Centaurs on duty or they will be sent back to their tent. When the Centaur spots the girls he will charge towards them. There is a note that Susan can play on the panpipes to send the Centaur to sleep, allowing the girls to progress. Susan must complete the Hit Counter near the pots to reveal a note on the ground. Once this is done, a Susan-Lucy combo attack on the wooden pull cart will alert the Centaur. Susan can then stand on the note and use the Panpipes to put the Centaur to sleep.

Susan has to shoot an arrow or throw snowballs at the Centaur's tent to lower the flaps

(indicated by the icon over the tents) so that they won't be seen as they pass. They need to be quick or else the Centaur will raise the flaps again.

A Centaur is patrolling this pathway at the next intersection. The same steps above must be repeated with Susan breaking the pots to reveal a note on the ground then combing with Lucy to break through the wooden pull cart obstacle. This again will alert the Centaur patrol and Susan can put him to sleep with her Panpipe.

An army, lead by a Centaur, is periodically patrolling from right to left down this pathway Susan must use the side path to the right to avoid the patrolling army and use her projectile attack to close the flaps on the tents along the main path. This needs to be timed and done quickly or the Centaur will appear from the tent and spot them.

The last two remaining Centaurs are put to sleep in the same manner as above. Once this is done they can scurry past the two sleeping Centaurs and into the forest. Once past the last two Centaurs, the children must take the path to the left and knock down the rocks to fill in the path so they can cross. Here, Susan can play her Panpipes to put the Cyclops to sleep who is standing below on the main path into the Forest. A cut-scene will play.

Once in the Forest, Susan must use her fire arrows to burn the bushes that extend across the path blocking their progress. Susan and Lucy will have to fight through many minions while completing this task. If they get past the bushes, they will complete the level.

BATTLE (PART 1)

The level begins with FMV. Peter and Oreius lead the White Witch's army into Edmund's defences further up the canyon. Edmund orders his archers to fire on the advancing White Witch army. A wave of her troops goes down, but the army continues on. Ginarrbrik, from a ridge above the canyon, fires an arrow, hitting Peter's Unicorn. Peter is flung from the Unicorn, leaving him exposed to the advancing army.

One end of the level terminates in a rocky outcrop, upon which stands a group of Centaur Archers. At the other end of the level is a drop that shows the Witch's army moving forward. Giants will climb this ledge and into the level, and begin walking towards the Archers. If any of the Giants reach the Archers then a cut-scene will play that shows the Archers being killed by the Giant and the player will lose the level.

There are several triggers placed around the play area that are regularly activated for a certain amount of time. The visual timer on the screen will indicate when the triggers are available (Harpy's and Arrows). Either Peter or Edmund can trigger these. When Peter triggers one for the first time, a cut-scene will play showing Eagles soaring into the playing area and then dropping rocks onto the Giants. When Edmund triggers one for the first time, a cut-scene will play showing the Archers firing arrows into the play area. The arrows and the rocks can be used to kill the Giants.

Other minions, such as Minotaurs and Minoboars, will charge over this drop and attack the players. Otmin and Oreius begin the game positioned on a rock outcrop, exchanging blows. Otmin will eventually drop down into the play area and attack the boys. When six Giants have been defeated, Otmin will deal a solid blow to Oreius, knocking him unconscious, before leaping down to attack you. You can now fight Otmin. Otmin acts in the same way as a normal Minotaur, save for the fact that he is much more difficult to defeat. After Otmin has absorbed a certain amount of damage, he will climb back up his pillar and attack Oreius again. You need to keep knocking Otmin down to defeat him. Once Otmin has been defeated, the game cuts to a cut scene showing Oreius coming to and slaying Otmin. Oreius leaps over her polar bears, swinging at the Witch. She ducks, and with a thrust of her wand, turns him to stone.

FREEING THE STATUES

There is a door from the Courtyard that cannot be opened. There are many statues in the courtyard, all of which can be tagged. When you tag a statue (as either Susan or Lucy), a blue bar surrounding a horn icon will increase. When this bar is full (i.e. when all of the statues in the area have been tagged), a Golden Note will be revealed – Successfully playing this tune with Susan will trigger a cut-scene showing the freed statues that returned to life forcing open the doors to the Witch's Throne Room so that Susan and Lucy can continue. As the door opens, light falls into the Throne Room and two Horrors flee.

The Throne Room adjoins the Courtyard and is accessible through the doors opened by the freed statue. The Throne Room contains several statues. The light from the door has illuminated two of the statues, as seen in the previous cut-scene. The statues in the dark area to the left are host to Horrors. These statues cannot be tagged whilst they

remain as hosts. The statues must be illuminated to free them. Behind the statues are tall, glass windows that can be broken with Susan's projectile attack (hit counters). Breaking these windows will cause light to fall onto the statues, causing them to flee and begin circling the room angrily. Furthermore, Wolves will leap out of the windows after they have been broken and attack you.

Once all of the statues have been tagged, a Golden note will appear on the floor. Until scared from their host statue the Horrors are immobile, yet still potent. These Horrors will attack you if they get too close, hitting them with their claws or scooping them up and throwing them across the room. They can also muster up dark balls that home in on you – you need to outrun these to avoid being hit.

The door from the Throne Room leads to a small antechamber. There are two Statues here, neither with Horrors. At the top of the stairs is a statue with a Horror Behind it is a window that can be smashed open to illuminate the Horror.

This room is two-tiered. On the ground floor, four alcoves contain statues. Each of the statues within the room is host to a Horror. There are no windows in this room. High up in the ceiling is an enormous ice stalactite, which has grown around a mass of crumbling architecture. Two ice supports either side of the stalactite grow along the ceiling and down to the floor of the second tier. They create a solid but fragile wall across each walkway. Lucy needs to use each of the small caves on either side of the room to climb to the second tier. She must then use her slide attack to smash through each of the ice supports that hold the ice stalactite aloft. When Lucy slides into the base of a support, fractures will run along the entire ice support and the whole thing will shatter. Once both of the ice supports have been smashed, a cut scene will play of the ice stalactite sagging and creaking loudly. Susan now needs to use her projectile attack to sever the ice stalactite, causing it to crack and fall. The main body of the ice stalactite will come crashing down onto the floor, bringing a large portion of the crumbling architecture it was connected to with it and causing the floor to crack when it lands. The sheer force of the ice stalactite hitting the floor will cause the entire castle to rumble. A shot from inside the stalactite room will show a large part of the left wall collapsing and falling away. Light streams in through the hole created in the architecture, and all of the Horrors flee the statues. The Horrors then begin circling.

Once all of the statues have been tagged, a Golden Note will appear on the floor. Successfully playing this Gold Note will trigger a cut-scene showing the freed statues opening the door from the Stalactite Room. When you first enter this room, an in-game cut-scene shows Boggles suddenly breaking a hole in one of the walls and pouring into the room. You can choose to fight these Boggles but they will keep on coming.

Susan and Lucy need to team up to smash through a weak part of the wall. If they manage this, part of the wall nearby collapses and you can escape through the collapsed section.
There is a fragile rock stack to one end of the crumbling architecture outside. When both girls have made it to the other side, the rock stack will collapse. After the first rock stack is a small precipice section. The wall that the platforms run against will shatter and Boggles will fall out of the windows and smash through several dangerous floor pieces. Seconds later, they climb over the edge to attack.

Once a set number of Boggles have been defeated, a section at the end of the rock stack will fall creating a bridge to continue to the next section. This room is the main dungeon room. When the girls enter the room, the floor of the walkway crashes beneath and they land on the floor below. The room contains a number of statues, all of which are home to Horrors and a door leading out of the area. A Hit Ring will appear on the door once all the Statues have been freed. A burning brazier is attached to one of the walls. Susan must approach the lit brazier and activate it to receive fire arrows that she can now shoot at the Horrors to free the Statues. When all of the Horrors have fled their statues, the children can smash the door.

When the children have almost finished smashing through the door an Ogre will smash through it suddenly knocking the two girls over. The two girls are unable to defeat this Ogre. However, they can run past it into the room it came from, where there is a Golden Note beneath a brazier. If the brazier is moved, Susan can stand on the note and play the Ivory Horn

Once the Golden Note has been played successfully, a cut-scene will begin that shows Aslan smashing through a door in the large room, flattening the Ogre. Aslan will greet the girls. The girls then walk down the corridor that Aslan came from and will emerge in the courtyard, near the statue of Mr. Tumnus. Lucy suddenly sees Mr. Tumnus, and runs towards him. Aslan comes and turns Mr. Tumnus back from being a statue. Isn't that nice of him?

BATTLE (PART 2)

Before the level begins, you're able to purchase reinforcements for the battle using the statues that have been collected in the previous levels. For example, you may be able to spend five statues and obtain a phalanx of 20 fauns. Once all of the reinforcements have been purchased, you will be able to place them in the level. Certain creatures perform better against some and fare worse against others, so you will need to experiment with their tactics.

The level starts with an FMV of Lucy and Susan jumping off a Centaur, having returned from the Witch's Castle. Before the level begins, you get to position any purchased reinforcements. Reinforcements can be used to either attack the Witch's Archers or hold back the central column of creatures, which will stop the Witch's minions from climbing onto the ledge and gives you more time to target the Archers.

You begin the level positioned on a large rocky outcrop about three screens wide. A large column of the Witch's minions is positioned directly in the centre of the level. The Witch's Archers are positioned in the areas to the left and the right of the main column. The Witch's forces will charge up the side of the rocky outcrop and attack the player. You need to use Susan's projectile attacks to eliminate any groups of the Witch's Archers that are perched on the ledges around the playing area. Any of the Witch's Archers that are not engaged in close-combat will instead fire upon you.
The level is complete when all of the Witch's Archers and minions that enter the playing area have been defeated. Stick with it, everybody, you're very nearly there.

DEFEAT THE WITCH

The level starts with FMV of Edmund joining the battle to join Peter to fight the White Witch. The party have to defeat the Witch. There are several fires dotted around the level, and also some log bundles. These are there in order to help defeat the minions that she will summon.

The Witch approaches the party (from her higher vantage point). The Witch carries a sword and her wand and has several attack patterns, but they all involve her striking several times with her sword and then performing a finishing move with her wand. Being hit by the sword will cause a moderate amount of damage, but being hit by the wand will cause a critical amount of damage. You must parry all of her wand hits to avoid being turned into a statue.

By landing five or more consecutive successful hits, you will be able to cause the Witch briefly to stagger, allowing Susan an opportunity to attack with her bow. Edmund can now attack the white witch. When Edmund attacks her, he will damage her wand. Once this series of events has happened, the Witch will leap back onto her rock outcrop and command hordes of her minions to invade the play area and attack the kids.

The original attack sequence is repeated after the hoard attack – by landing five or more consecutive successful hits, you will be able to cause the Witch briefly to stagger, allowing Susan an opportunity to attack with her bow. Edmund can now attack the White Witch. When Edmund attacks her, he will damage her wand.

When the wand breaks, a cut-scene will play: In retaliation, the Witch will lunge at Edmund and stab him with her broken wand. He falls to the floor in agony. Edmund plays no further part in the level.

At this point you need to attack the Witch through a series of different type of attack,s alternating between the remaining children (Witch needs to be hit by a flaming barrel, Susan's bow attack, Lucy's riding wolf attack, Peter's melee attack). This sequence needs to be done twice in a row to charge up Susan's horn (golden note on the ground). Once the Witch's power has been reduced to almost nothing, she will stagger for a short amount of time. Susan will have to complete the sequence before she wakes up. If the sequence is not completed in time, the Witch will unleash a powerful attack with a large blast radius, causing a large amount of damage to any players caught inside. Do it right and – hurrah! – it's all over!

LOAD OF OL' BULL: They might be coated in armour, but these bovine warriors can't take a beating. 'Ave it.

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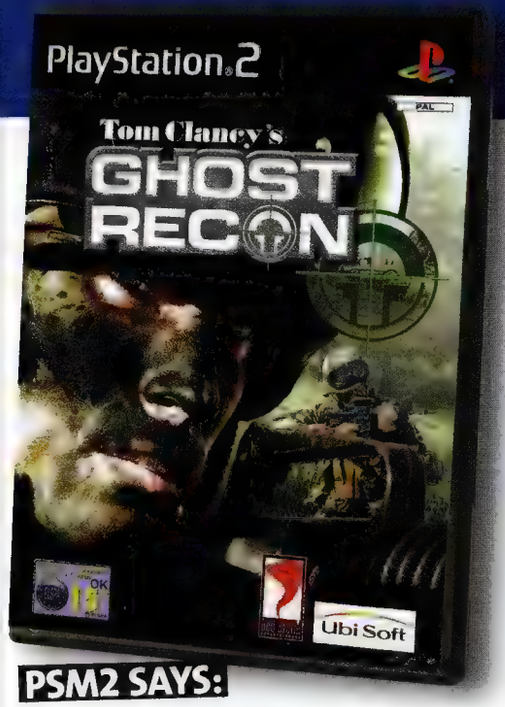

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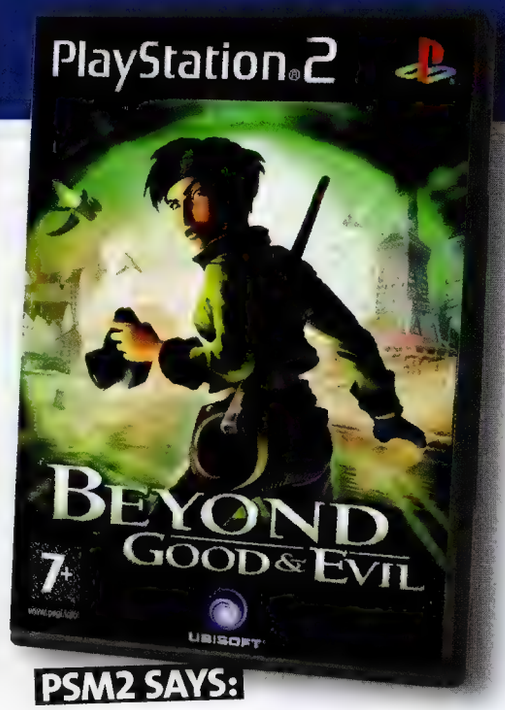

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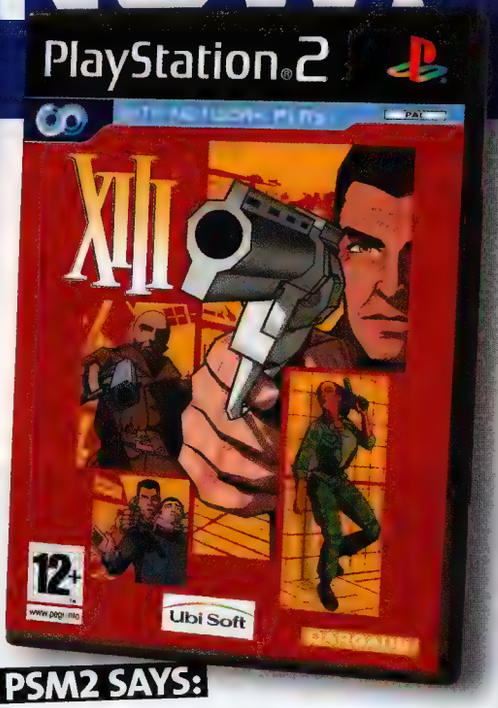

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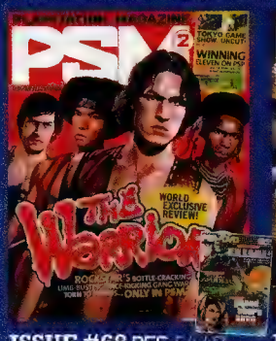

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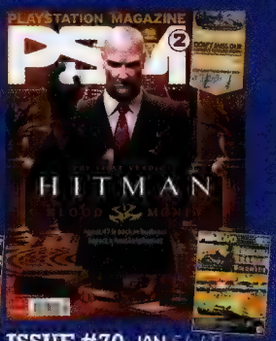

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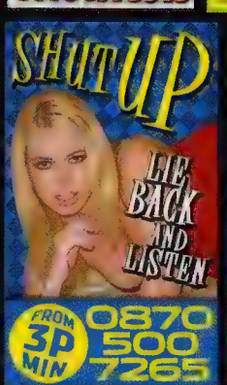

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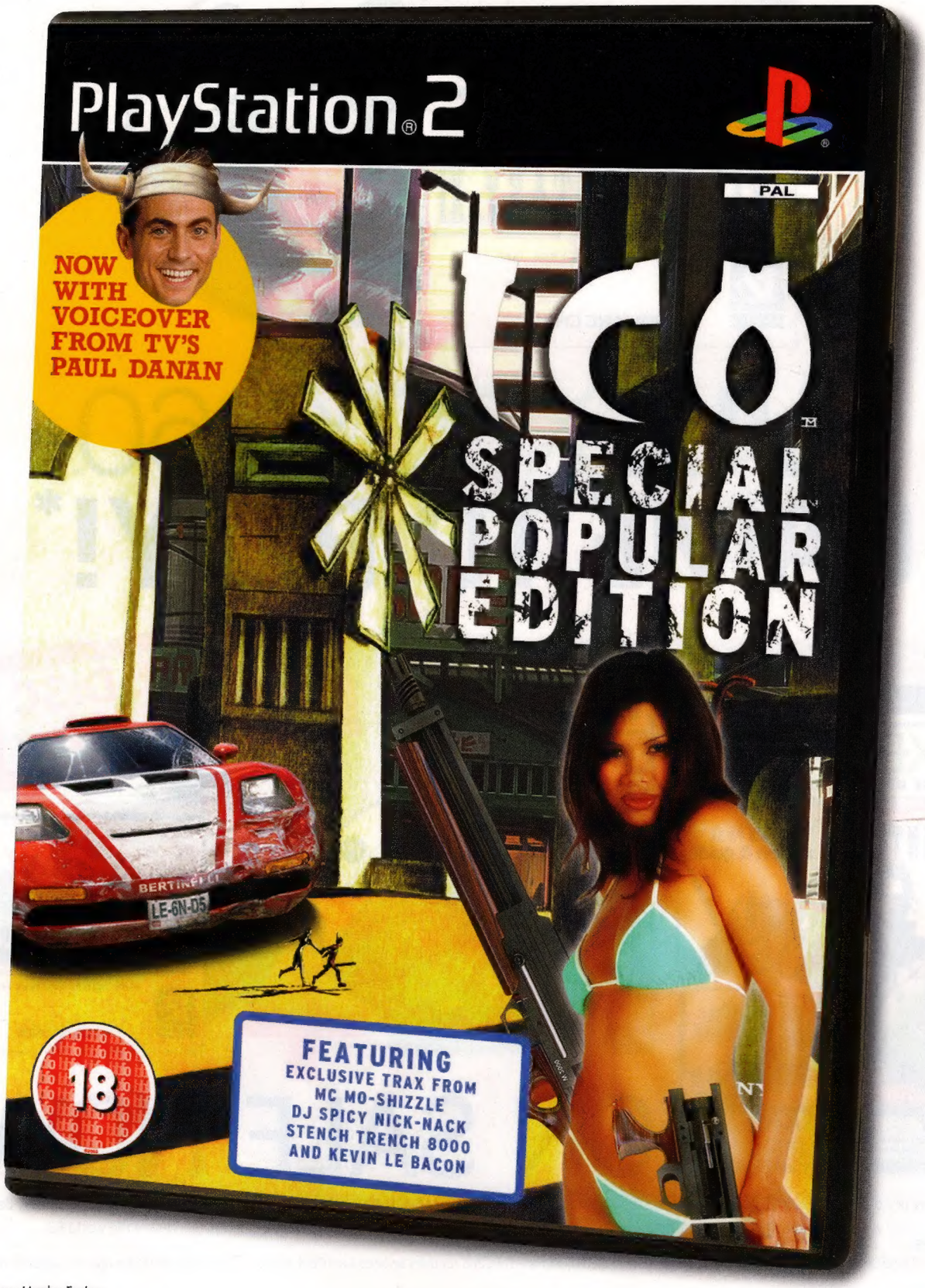

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Rengoku: T. of Purgatory
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A = 0 1

Ace Combat 5: Sq. Leader
Age of Empires 2
Aliens vs Predator: Extinct.
America's 10 Most Wanted
Arc the Lad: Twilight of Sp.
Area 51
Army Men: Sarge's War
Athens 2004

B = 0 2

Bad Boys 2
Batman Begins
Battlefield 2: Mod. Combat
Black Monday (Getaway 2)
BloodRayne
Brian Lara Int. Cricket '05
Broken Sword 3: S. Dragon
Brothers in Arms
Brothers in Arms: E.I.Blood
Buffy 2: Chaos Bleeds
Bulletproof (50 Cent)
Burnout 3: Takedown
Burnout Revenge

C = 0 3

Call of Duty: Finest Hour
Catwoman
Chronicles of Narnia
Conflict: Desert Storm 2
Conflict: Global Storm
Crash Tag-Team Racing
Crash Twinsanity
Crazy Taxi

D = 0 4

Def Jam: Fight for NY
Delta Force: B. Hawk Down
Destroy All Humans
Devil May Cry
Devil May Cry 2
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Drakengard
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Dynasty Warriors 4

E = 0 5

Escape from Monkey Island
Evil Dead: Fist.of Boomstick

F = 0 6

Fahrenheit
Fantastic 4
FIFA 2006
FIFA Football 2005
FIFA Street Soccer
Fifty Cent: Bulletproof
Final Fantasy X
Final Fantasy X-2
FlatOut
Freekstyle

G = 0 7

Genji: Dawn of Samurai
Getaway 2: Black Monday
Ghost Recon 2
God of War
Goldeneye: Rogue Agent
Gran Turismo 4
Grand Theft Auto 3
Grand Theft Auto: San A.
Grand Theft Auto: Vice City
Gun

H = 0 8

H.Potter & Chamber of Sec.
H.Potter & Pris. of Azkaban
Headhunter: Redemption
Hitman 2: Silent Assassin
Hitman 3: Contracts

I = 0 9

Incr. Hulk: Ult. Destruction
Incredibles
Indiana Jones: Emp. Tomb

J = 1 0

Jak 3
Jak X: Combat Racing
James Bond: Agent U. Fire
James Bond: E. or Nothing
Juiced
Jurassic Park: Op. Genesis

K = 1 1

Kill.switch
Killzone
King Kong (Peter Jackson's)
Kingdom Hearts

L = 1 2

L.A. Rush
Lara Croft T. Raider Leg.*
Lara Croft: A. of Darkness
Legacy of Kain: Defiance
Lion, Witch & the Wardrobe
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: 3rd Age
Lord of the Rings: R.of King

M = 1 3

Mafia
Marvel Nemesis: R.O.T.I.
Matrix: Path of Neo
Max Payne
Max Payne 2
Medal of Honor Frontline
Medal of Honor: Euro. Ass.
Medal of Honor: R. Sun
Mercenaries: P.of Destruct.
Metal Gear Solid 3 S.Eater
Midnight Club 3: DUB Ed.
Mortal Kombat: Deception
Mortal Kombat: Shaolin M.
Mummy Returns
MX vs ATV Unleashed

N = 1 4

NASCAR 06: T.T. Control
Naval Op:Warship Gunner
NBA Live 2002
NBA Street v3
Need for Speed M. Want.
Need for Speed: Undergr.
Need for Speed: Undergr.2
No One Lives Forever

O = 1 5

Obscure
Onimusha 3: Demon Siege
Onimusha: Warlords

P = 1 6

Pandora Tomorrow
Paris-Dakar Rally 2
Path of Neo (The Matrix)
Peter Jackson's King Kong
Playboy: The Mansion
Predator: Concrete Jungle
Primal
Pr. of Persia: 2 Thrones
Prince of Persia: S. of Time
Prince of Persia: W.Within
Pro Evolution Soccer 5
Punisher

R = 1 8

Ratchet & Clank
Ratchet & Clank 2
Raw vs Smackdown (WWE)
Raw vs Smackdown 2006
Rayman 3
Red Dead Revolver
Res. Evil: Code Veronica X
Res. Evil: Outbreak File #2
Resident Evil 4
Resident Evil: Outbreak
Robot Wars
Robotech: Invasion

S = 1 9

San Andreas, GTA
Second Sight
Shadow of Rome
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
Sims 2
Sims in the City
Smackdown vs Raw 2006
Smugglers Run 2
Sonic Gems Collection
Sonic Heroes
Sonic Mega Collection Plus
Soul Calibur 3
Spartan: Total Warrior
Spider-Man: The Movie
Spider-Man: The Movie 2
Spider-Man: Ultimate
Splinter Cell
Splinter Cell 3: C. Theory
Spy vs Spy
Spyro: A Hero's Tail
SSX On Tour
Star Ocean: End of Time
Star Wars Episode III
Star Wars: Battlefront
Star Wars: Battlefront 2
Star Wars: Lego Star Wars
Suffering

T = 2 0

Teenage M. Ninja Turtles 2
Tenchu: W. of Heaven
Terminator 3: Red.
The Getaway 2
The Incr. Hulk: Ult. Destr.
The Incredibles
The Matrix: Path of Neo
The Punisher
The Sims
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The Warriors
Tiger Woods PGA Tour 06
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Tony Hawk's Pro Skater 3
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Total Overdose
True Crime: NYC
True Crime: Streets of LA

U = 2 1

Ultimate Spider-Man
Underworld: Eternal War

W = 2 3

Warriors
Whirl Tour
World Rally Champ. 4
WWE Smackdown v Raw'06
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X = 2 4

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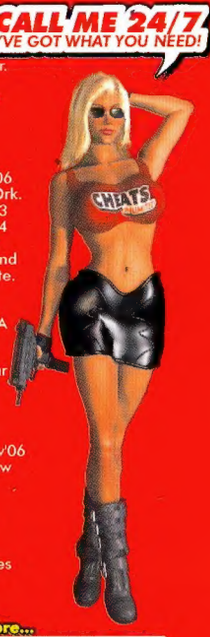

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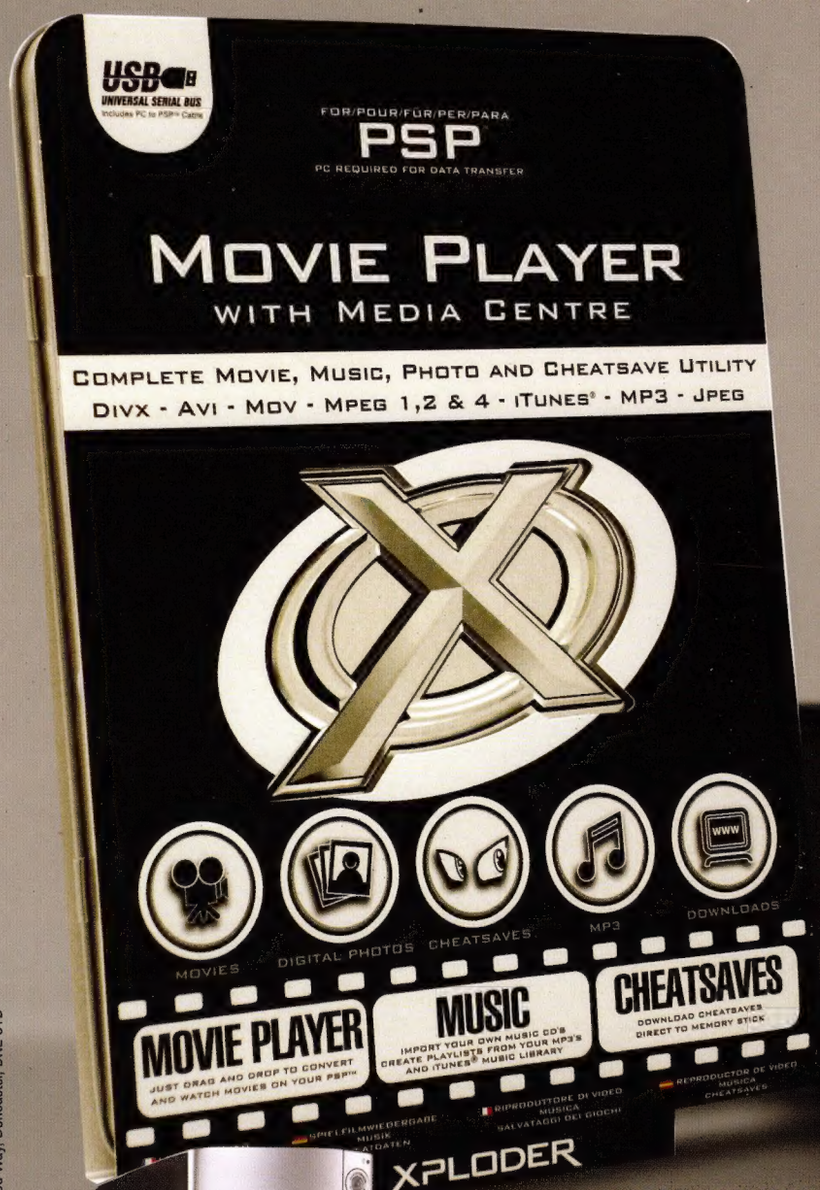

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